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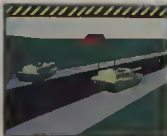
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ONE MAN - ONE SWORD - ONE FREE WORLD!

# C O N T E N T S

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## I'D LIKE TO LIVE IN AMERICA 100

C+VG goes to the Las Vegas Arcade Fair and reports on the hottest new arcade machines on the scene - and there are some amazing developments, including the first PC Engine coin-op, 3D Tetris and an incredible new 3D road racing game from Atari.



**EDITOR: JULIAN 'JAZ' RHIGNALL**  
Usually found knocking up some unteetly huge score on a video game or pinball table in one of Southend's many arcades - if he's not there, he'll be at home doing the same on one of his computers or consoles. Sometimes he stops to eat and sleep, but only occasionally!



**ART EDITOR: ANDREA 'HEADINGS' WALKER**  
When Arty Andrea's not screaming at Paul for more captions, she's usually at her desk slapping down C+VG's pages and making them look all lovely and colourful! And if she ever has a few spare moments, she slips into the games room to have a crack at the latest PC Engine game...

## CREDITS

**THIS MONTH'S COVER:** Jerry Paris. **EDITOR** Julian Rhignall. **ART EDITOR:** Andrea Walker. **STAFF WRITERS:** Paul Glancey Paul Rand. **ART ASSISTANT:** Osmond Browne. **ADVERTISING MANAGER:** Nigel Taylor. **DEP. AD:**

## MEGA COMPS THE ULTIMATE QUESTION-83 NAIRE

There's £1000 worth of software prizes on offer in this easy-to-enter comp. All you have to do is answer the questions about yourself and you could win one of ten software megapacks worth £100 for your machine.

## THE HOTLINES 86

The C+VG Hotlines are bulging with a veritable goodie bag of prizes this month, with a PC Engine, 10 limited edition SAM Coupe T-Shirts, 10 copies of Xenon II, 10 Xenon II T-shirts, £150 worth of software and 15 utterly amazing brand new C+VG Slender T-shirts up for grabs. Get dialling!

## ARCADE ACTION 96

Four new coin-ops are unveiled this month, including a massive simultaneous two-player Quad bike racing game, Four Trax, which features two moving motorcycles mounted on the front of the machine, a great one-on-one combat game, Street Smart, and Sega's latest release, Cyber Police.



## THE OTHER STUFF

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STAFF WRITER: PAUL 'BUST PC' GLANCEY

Paul's been a busy bod this month, rushing around like a blue-er, or bot-tomed fly doing all sorts of horribly complicated things with his PC computer, which keeps on breaking down at the most inopportune moments. But he's nevertheless managed to squeeze in quite a few playing hours on the lady Adventure game...



STAFF WRITER: PAUL 'RANDY' RAND

A new addition to the team, Paul has moved from being old ZZAP! 64 magazine to write far too wearily-metaphorical high fliers at C+VG. He's was a C54 and Amiga lover before he arrived, but has found that gaming can be a whole heap of fun whether you own a Spectrum, Megadrive or whatever!

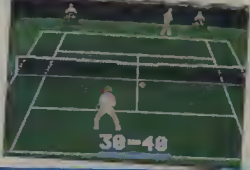
## WHO OR WHAT IS SAM? 8

Is this brand new Spectrum-compatible computer released too late? Or is it destined to become a massive seller? We take an in-depth look at this brand new addition to the computer market.



## PLAYMASTERS 27

This month's tips section is chock-a-block full of hints and cheats for all computers and consoles, and there's also an incredible screen-by-screen guide to the most amazing arcade race game yet seen, Sega's Super Monaco Grand Prix. And is your name up on the Official UK Highscore Table?



## MEAN MACHINES 108

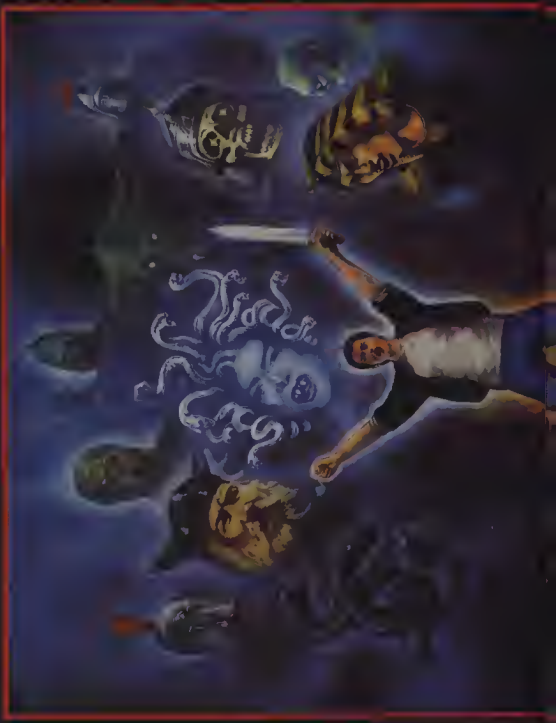
There's a lot happening on the console scene at the moment, with exclusive reviews of the two latest Sega titles, Wanted and Casino Games, the latest PC Engine shoot 'em up, Rock-On, and three Game Boy titles, Jack Ban, Tellus and Super MarioLand.

## PREVIEWS 122

Wow! We've got pictures and information about a whole bunch of red-hot new games! Including the conversions of Double Dragon II, Ninja Warriors, Toptin and Hard Drivin. Novagen's massive 3D exploration game, Damocles, Lucasfilm's two newest games, Battle of Britain and Loom, Mirrorsoft's stunning Interphase and... er... the Saint and Greavsie Game.

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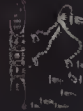
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# HISTORY IN THE MAKING

Actual C.64 Screenshots



S Y S T E M . 3

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# SAM...BEYOND THE SPECTRUM

There's a new computer in town - a Spectrum compatible which goes by the unassuming name of SAM. Will it set the world on fire - or will it be consumed by the impending flood of Japanese consoles? Eugene Lacey takes a peek...

## READ ALL ABOUT IT

Outwardly, the SAM coupe is not unlike most recent 8 bit computers on the market, with its Z80 processor, natty grey/blue casing, typewriter-style keyboard and low price of £150. And if all that sounds vaguely Spectrumsque, you'll be even more surprised to find out that almost all Spectrum software is compatible with MGT's new computer.

This may sound a rather silly idea at first - but there's a LOT of Speccy software out there. Christmas shoppers, searching for a cheap, well catered-for computer for their kids seem to be MGT's target audience at the moment, with that strategy probably changing totally once a respectable number of units have been offloaded onto unsuspecting buyers. For Spectrum compatibility is only the tip of the SAM iceberg.

## SAM MODES

There are four SAM modes, the first being, of course, the ability to use 95% of available Spectrum software. Running at a slightly faster rate than the real thing, it will be possible to do tricks such as change the in-game colours if you're not too keen on the originals. Mode two is the graphics mode, aimed at budding computer artists who don't feel the need to splash out £300+ for decent pixel resolution, while Mode three caters for small business/home accounts bods, with an 80-column screen display (handy for word processor packages and the like).

Then there's Mode four, or SAM mode as it's been labelled. In this mode, graphic and sound quality soars far above that of every 8-bit computer available, rivaling even the power of

the likes of the ST and Amiga! All this is made possible by the use of a specially constructed controlling chip, designed by MGT themselves, which offers outstanding 8 bit power at an outrageously low price. In a recent graphic demonstration MGT displayed a picture of the Tutankhamen mask so familiar to Amiga owners, and differences between that and the 16-bit version were negligible. Sound is produced by the unusual yet very powerful Philips SAA 1099 offering six channels - eight octaves and stereo capability to give programmers the ability to produce near-synthesiser quality music and effects.

## WHAT ABOUT GAMES?

All this technology would be useless without software to take advantage of it, so MGT have set up their own mini software house and commissioned a host of big names, including Fairlight coder Bo Jangeborg and tunesmith Dave Whitaker, to firstly create a range of impressive programming tools to complement the machine and then to assist in the production of SAM mode games software when the excitement of Spectrum compatibility finally wears off.

At the moment, SAM is being offered only on a first-come, first-served mail order basis, but when the machine hits the high-streets nearer to the festive season it will be promoted by a cute cartoon robot called, unsurprisingly, Sam, who's sprightly-limbed form will appear in the windows of SAM stockists across the country. Not only that - but Sam will also pop up in the manual offered with the computer. The SAM Coupe is certainly the hol-





# SPECTRUM

test development in 8 bit computer technology for years. While other, wealthier companies are stuffing extra memory into new cases containing old hardware, MGT have come up with a computer which not only mimics Britain's most popular micro, but also offers a plethora of powerful extras to suit a wide range of uses and users. As ever, it's the software support that makes or breaks a machine - as soon

as we find out who's programming SAM specific games we'll be bringing you an update in a later issue. Until then you'll just have to make do with Spectrum games.

SAM will be officially launched on November 20. In the meantime, if you want more info, or wish to put in an order for one of the first machines off the production line, ring the SAM Hotline on (0792) 791275.

## NEWS



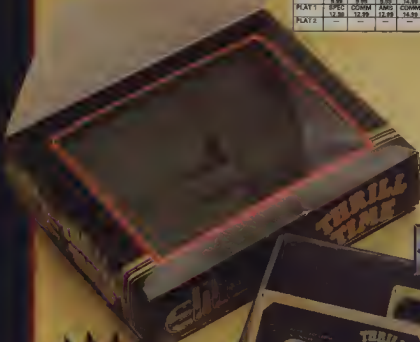
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## HEWSON' CHRISTMAS BOXES

Hewson are all set for the run-in to Christmas with an impressive list of new titles.

Ones to watch out for are The Christmas Collection, an 8 bit compilation of a huge range of top games including Undinium, Cyberoid II, Sanxion (64 only) and Hydrofool (Spectrum only). At £12.99, The Christmas Collection represents superb value for money and a break for mums and dads while Wizard of Oz is on again.

Keep an eye out too for the follow-up to hit game Nebulus II. Pogo the Green, Bouncy Thing bounds his way through sixteen towers of hassle including slides, teleports, collapsing ports and swinging ropes.

But perhaps the most exciting prospect is the post-January sales release of Paradroid on the 16 bits. With game play designed with the ST and Amiga in mind, as well as a huge graphic and sound overhaul, Andrew Braybrook, the game's programmer, expects big things from Paradroid. And with his reputation for quality, so do we.



## BRANSON'S BAR-GAINS

They said it couldn't be done. "It's impossible at those prices", they declared. But Mastertronic have taken the bold step of launching 16 Blitz, a range of true budget games for the ST, Amiga and PC.

On offer at the staggeringly low price of £4.99 are Knight Games, Little Computer People, Roadwars (Road-

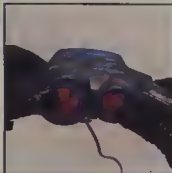
wars II on Amiga, with souped-up graphics, sound and gameplay) Sorcery Plus and World Darts to name but a few.

Will the new price policy pay off? Do 16 bit owners actually WANT cheap software? Or will they be all holy-toy, stick their noses in the air and say "We paid enough for the machine, so why buy budget?" Let's hope the move works, for it may begin to bring prices down across the board.



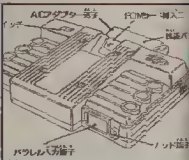
## CALL THAT A STICK?

Spectravideo inform us that (this isn't a joystick, but a game controller. Whatever it is, it's called the (take a deep breath) Spectravideo Quickshot QS 129 Flight Controller (breathe normally again) and it's been described as "the controller for the 1990's" (by Spectravideo, conspicuously). It certainly looks a bit swish, perhaps taking just a hint of an idea from Konix's Mullayslem controller. Spectravideo reckon that it will "enable the player to almost forget it is there and appear to play his favourite arcade games by thought alone." The Flight Controller will retail at £12.50, with their old faithful Quickshot II Turbo dropping to £10.50. So what next? A true thought-controlled joystick? We shudder to think about the length of it's name!



## PC ENGINE II!

As C+VG was going to press this month, all was silent except for the clatter of keyboards. Then came the whirring of a distant fax machine, churning out news from Japan which came as quite a shock - specifications and diagrams of the PC Engine III! Unfortunately most of the text was in Japanese, but we did find out that the machine's central processor will run at a staggering 16 Mhz - so it has about three times the processing power of the original PC Engine. We're having the text translated as you read this, so if you want the whole story, read next month's issue.



## MEGADRIVIN'

News from the States is that the Genesis (which is the name of the US version of Sega's Megadrive) is soon to be accompanied by a range of hardware add-ons. We've already told you about the modem, which lets you play certain games against a friend over the phone lines. As well as this, though, there's going to be a plug-in disk drive, a computer keyboard and a graphics tablet so you can use the machine's graphics capabilities in your own on-screen masterpieces. Expect them to appear over here (officially), soon after the (official) British launch of the Megadrive next Easter.

Also coming from stateside software Spectrum Holobyte is a Megadrive conversion of top-selling flight sim Falcon! Con!



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Commodore Amiga screenshot



Commodore Amiga screenshot



## Also, just released Steve Bak's 'Dogs of War'.

Steve Bak, writer of the highly acclaimed 'Conqueror' and 'Swordsmen', has joined forces with Data Publishers of the defunct arcade war game 'Dogs of War' and 'Swordsmen' to produce the ultimate game in the combat genre. Working on the concepts made by thousands of 'Dogs of War' enthusiasts, Steve has designed a totally new and fun game for your system.

- Multiplayer 2 player action
- 2 colour animation screen with 16 line options
- Blasting, tactical action
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- Totally designed to utilize the capabilities of advanced 16-bit computers - not 8-bit machines.



Release price: £19.99 (UK) £24.99 (US)

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RELEASE DATE:  
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# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating follows if the soundtrack or effects are inappropriate.

### VALUE

Here we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words, is it worth the money?

### PLAYABILITY

This tells you how addictive and enjoyable the game is. The higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

### 85+

A C-VG HIT! An outstanding game that shouldn't be missed.

### 70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

### 55-69

Average to fairly good. Could still appeal to fans of the genre.

### 40-55

Below average to average. Generally a disappointment.

### 15-39

Generally a poor game that might not even appeal to the most ardent fans.

### 14-

Ugh! Binary sawage that's guaranteed to make your computer throw up.

## THE REVIEWERS

### JULIAN RIGNALL

C-VG's arcade player who loves for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

E-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

### PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



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## C+VG HIT! REVIEWS

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Ocean's 16 bit version of the film are astonishing - check out those amazing screen shots!

### UNTOUCHABLES 58

Another brilliant game-of-the-film - this one involving cops and gangsters!

### M1 TANK 90

Trundle your platoon of Abrams tanks into the warzone and take on the Warsaw Pact in this alluring combat simulation.

### MARIOLAND 119

Mario rides again in this utterly superb arcade adventure for the Game Boy.

### SOKO BAN 119

Pushing crates in a warehouse has never been such fun in this highly addictive Game Boy title.

### TETRIS 119

The best Game Boy title yet - this puzzle game is simply incredible.



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FOUR TRAX 98





▲ Woohoo! Emily spins off!

Hang On. The nine months' work he has spent on the game have resulted in what is undeniably a very creditable conversion of the coin-op.

As in the arcade game, you get a choice of drivers and five sets of five courses to drive. After making your selections, you're shown the first track spinning around in 3D, then you zoom up behind your racer who's revving up on the start line. The time-keeper's voice counts you down, the green light appears and you're off! Now all you have to do is get ahead of a pack of twelve other racers and remain somewhere among the front three for four laps.

The tracks feature the usual harpin bends, and there are ramps which take you high off the ground, so plummeting off the road in such places can cost you several positions. There are also jumps in the roads, some

### BY ACTIVISION

Every few months since they released Space Harrier into the arcades, Sega have startled arcadesters with the latest of their super-speedy 3D gaming experiences. Earlier this year the game wowing the crowds was *Power Drift*, an exhilarating buggy race over 25 tracks which are like tarmac roller coasters.

Activision saw the potential klobucks that home conversions of this mega machine could earn and quickly signed up the licence, much to the derision of a sceptical press. They're hoping this will be the Christmas number one, and I'm happy to report that their faith isn't as misplaced as everyone thought it would be.

The ST and Amiga programming is by Zareh, the guy behind Activision's masterly Sega 16-bit conversion, *Super*

▼ Whizzing under a ramp in first place!



▼ Emily's buggy takes to the air!



even at crossroads, so you can actually have a mid-air collision with a car travelling at right angles to you!

The buggy is under joystick or keyboard control, but the best way to play is on the mouse, with the two buttons acting as accelerator and gear shift and the joystick or keyboard providing brake controls. Inconvenient? Not really. Power Drift fans will know that on the rare occasions when you want to slow down, you use engine braking, not the foot pedal. That's not the only instance of the conversion being totally faithful to the original game.

The tracks are perfect copies of the coin-op and the logic which drives the other cars is



▲ Spectacular aerobatics after colliding in mid-jump.

much the same, so you can actually use arcade tactics to win races. Zareh has also included a

know the ones I mean.

Naturally the Amiga can't hope to copy the coin-op's graphics perfectly, and if you're just watching someone else play, the conversion looks a bit too jerky to be very convincing. When you actually sit down and play, though, the effect is great: certainly captivating enough to have you swaying around in your seat (who needs hydraulic chairs, eh?).

The test for a good racing game is whether it induces a feeling of speed and how intense the competition is to get to the front. This conversion is strong on both criteria, so if you're at all keen on the coin-op, this is a game you should get your mitts on at the first opportunity.

**PAUL GLANCEY**



## UPDATE

The ST version will run about as fast as the Amiga version, at the expense of a little graphical smoothness. Also, it won't feature music or speech while you're actually driving. Chris Butler (Space Harrier, Thunderblade) is converting Power Drift to the C64, and the last we saw of it, it was looking very good indeed with a very fast 3D road effect. Spectrum and Amstrad conversions are coming along nicely, and should also be very impressive indeed.

AMIGA	£24.99
GRAPHICS	82%
SOUND	86%
VALUE	81%
PLAYABILITY	83%
Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of.	
OVERALL	83%



星島







Watcha! Yer ole mate Yob's back for another monthful of missives and I must say it's been a right laff reading through some of your letters this month. Some of you guys obviously aren't taking the tablets, and are sending in some weeeird words!! But, hey, variety is the spice of Heinz (or summat) so if you've got anything you want to tell me and the rest of the readers - a question, complaint or a steady personal problem - get it down on paper, grab a postman and threaten to chln him if he doesn't take it to this address: **YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## HANDY HINTS I

Dear Yob,  
I'm writing in with some tips for IK+ on the Amiga. First, load up the game, then beat everyone up to win the game. Good, eh?  
I've also got a bug to report in Operation Wolf which I discovered six months ago. I'd never heard of Operation Wolf at the time, but a friend explained that you shoot men on the screen with an UZI machine gun and that he'd just bought it for his C64. So I went around to his house with the necessary artillery and started shooting. Imagine my surprise when the TV exploded and shards of glass several inches long embedded themselves in my friend's face and upper torso. How can a reputable company like Ocean get away with leaving such glaring bugs in production copies of their games?  
By the way, have you ever

played Captain Blood? How come the only alien you can find is on the first planet and why does he keep going on about John Lennon's wife and his dad having something to do with genetics? And what's "Pop sobl Sobl" supposed to mean? Yours thickly,  
**A Thick Gif**  
**YOB:** It's nice to hear from someone who lives up to their name so faithfully.

## HANDY HINTS II

Dear Yob,  
Feeling the cold as those winter nights close in? Here's a handy hint to keep you warm on dark November evenings. First boil a kettle, then pour the scalding water over yourself. Quickly find a telephone and call an ambulance (it's a good idea to keep the phone near the kettle). When the ambulance arrives, the attendants will probably diagnose third degree burns

and take you to a hospital with lots of warm blankets and all the benefits of a fully-functioning central heating system.  
Yours dubiously,  
**Arthur Stranga, Nantwich**  
**YOB:** Remember kids, Arthur is a professionally trained maniac, and his suggestion is not to be attempted unless you are several sandwiches short of a picnic.

## THANKS FOR THE MEMORY

Dear Yob,  
Reading the October issue of C+VG, I came across a review for the Amiga game, Sim City. John Cook made it sound brilliant! I'm thinking of getting an Amiga anyway, and so Sim City will be high on my games list. But getting back to the review, John said "If you've ever wanted a very good reason to go out and buy a half megabyte upgrade, here it is - 'Sim City' Does this mean you have to buy an extra RAM cartridge to actually load and play the game? I'm new to this 16 bit business so would you please tell me.  
Yours puzzled,  
**David Salter, Paignton**  
**YOB:** Would Cookie lie to you? Sim City is one of those dead sophiss games (the only other one I present being the fab Dungeon Master) that needs the half-meg silver wedge jammed

in the Amiga's bum, so if you want to play it on your new machine, expect to have to shell out an extra hundred aova or so for the upgrade.

## CRAZEE!!!

Dear Yob,  
I would like to say two things about your brilliant mag. Firstly the back cover on issue 95 is absolutely ace! I'm into grenades and UZIs. Secondly, when are you going to review games for the Commodore 16?  
Yours sincerely,  
**Ryan H. Wakefield**  
**YOB:** Uh... Is there a psychiatrist in the house?

## NO CONSOLE-ATION

Dear Yob,  
Before I start, what kind of a name is Yob? I think Yob is far too sensible a name for someone with the intelligence

of a tree! In case no-one has noticed, Yob is Boy spelt backwards. Clever, eh? (Not really - Yob)

Now down to serious business. I recently got a console (Taiwan made) from the Far East, accepting games that come on cartridge. In fact I think it's a ripoff of the Nintendo. The only trouble is that the "thing" thing wouldn't work on any British TV when I hooked it up. I know for a fact that it has a PAL output, but that's as far as my technical abilities go. I figured it had something to do with the UHF or VHF or whatnot. I only get blurred graphics on the TV at best. Any ideas?

Yours inscrutably,

Charlie Chan's Number

Three Son, Kettering

**YOB:** Hal! Sounds like you've been stitched up like a kipper, old son. I've heard of these machines before and they are indeed pirate versions of the NES manufactured with inferior components and packaged with a load of hacked games on a single cart. Seems whoever sold you this one was either telling you pernick about its compatibility with British TV or the NTSC to PAL conversion circuitry is well ropey. Someone at your local TV repair shop may be qualified to help out but I wouldn't be surprised if you've bought yourself a plastic doorstop. See what you let yourself in for when you buy dodgy gear?

## ENGINE TROUBLE

Dear Yob,  
I am thinking of buying a PC Engine, but I've heard you can't buy or use an unmodified Engine in Europe. Is that really true? If so what drawback would buying a modified PC Engine over here present? Also, what's the difference between PAL and SCART?

One last question - what's the likelihood of NEC marketing the Engine in the UK by the end of next year?

Yours inquisitively,

James Taylor, Bracknell

**YOB:** No, you can't use an unmodified Engine over here because the power input and TV output are de-

signed for Japanese electricity supply and TV signal format. PAL is the British TV signal format so if you want to run a PC Engine off a telly, get a PAL converted one. SCART Engines provide a pin-sharp picture, but to use one you have to have either a monitor or a TV with a SCART/Euroconnector (it's a long D-shaped plug), so check the back of your TV before you send off your cheque. NEC aren't giving any data for an official UK Engine launch, but it's just hit the shops in the USA, so Europe should be next on the agenda. I'll lay a pint of pawns to a pinch of salt it won't be out before the end of 1990, though.

## JAZZ IS YOB SHOCKER!

Dear Yob,

I think you are really Julian Rignall. After extensive research I have discovered that if you rearrange the letters in the word YOB you get Jazz! Am I right??

Yours anagrammatically  
David Hague, Sancton.

**YOB:** WHAAATT!! 'Course I'm not Julian Rignall! Yob is what it says on my birth certificate, and Yob is who I am! By the way, after extensive research, I've discovered that if you take some letters away from David Hague, then mix the remaining letters around a bit you get A DIV. Am I right??

## CRAZEEIII TWO

Dear Yob,  
Even though I'm a fourteen year old schoolboy, I am sure that I am the Queen of England and Mother of the Commonwealth. What can I do? Regally Yours  
Elizabeth R.  
**YOB:** I think I can feel one of my heads coming on.

## MISSING MATMAN OF MICROPROSE

Dear Yob,  
I am writing to you to ask whether you could help me find a game. About six months ago I saw a computer game called Micro League Wrestling advertised for the Commodore 64, but I've never been able to find it in

my local computer shops. I was wondering whether you could print an address where I could get it.  
Violently yours,  
Andrew Reeves, Stevenage  
**YOB:** Microprose were the company behind Micro League Wrestling, and you can contact them on 0666 504326. Beats me why you're so keen to hunt it down - it was a pretty crappy game.

## WE HAVE A WINNER

Dear Yob,  
After many long hours of play I've just finished Jet Set Willy on my 48K Spectrum. Now, I just have to know, am I the first?  
Yours very foolishly,  
Tony Patnoks, Staleybridge  
**YOB:** No, but whatever happened to Matthew Smith?

## CRAZEEIII PART THREE

Dear Yob!! Fix it, I'm an ST owner and I really love games which feature sampled sound effects, because they make everything seem so realistic. Please, please, please could you fix it for me to be a sampled, sound effect for a day.  
Thank you,  
Candy Ber, Aberdeen.  
**YOB:** Now then, now then, as it appears, Doctor Sound Sampler, come and sit on my magic chair...

## PC ENGINE vs AMIGA

Dear YOB,  
I'm confused about Hudson's Gunhed on the PC Engine and the Bitmap Brothers' Xenon II on the Amiga - which is the better? They both got the same rating (98%), I think Xenon II looks much better and sounds better but you're always putting the Amiga down. You can't play games like Dungeon Master and Elite on the PC Engine, you know!  
Yours mildly outraged,  
R Crompton, Hayes  
**YOB:** Xenon II is one of the very best Amiga shoot 'em ups around, which is why it got the mark it did, but in overall cosmic terms, Gunhed is the better game but a tiny margin - if our re-

views went to ten decimal places it would have scored over 9 slightly higher. That's not to say the Amiga is crap, it's just that the PC Engine's hardware is near enough dedicated to fast arcade games like Gunhed. The Amiga's hardware is designed for a much wider range of uses so it excels in other gameplaying areas. So griping about how 'the Amiga is better than the PC Engine' is pretty pointless, isn't it? Anyway, does it happen matter?

## TINA'S TITTERS

When lovely Tina joined our ad team last month, we asked you to send in some jokes about her Lada. These are just some of the best. Thanks to one and all, but Leslie Ross' Induced the biggest laffs, so he gets the T-shirt, signed with a very rare fibre-tip pen by Tina herself.

**Q** How do you make a Lada look good?

**A** Park it in the showroom of a used Skoda dealer.

**Q** How do you double the value of a Lada?

**A** Fill it up with petrol.

**Q** Why do Ladas have heated rear windows?

**A** To keep your hands warm when you're pushing it Leslie Ross, Ewanton.

**Q** What do you call a Lada on top of a hill?

**A** A miracle

**Q** Why does a Lada need a five speed gearbox?

**A** So it can overtake milk floats  
Clara Massa, Inverclyde

**Q** What do you call an open-top Lada?

**A** A skip.

**Q** What do you call a Lada with twin exhausts?

**A** A wheelbarrow.

**Q** What do you call a Lada with a sun-roof and all the windows open?

**A** A climbing frame  
David Frenk, Huddersfield

THE  
**YOB!**

# CU

## AMIGA-64

### CONTINENTAL CIRCUS



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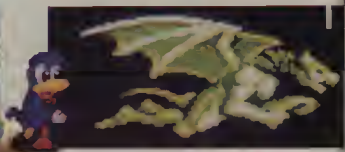
THE No1 AMIGA MAG

The cover art for CU magazine features a cartoon illustration of a man with a large, bushy beard and a woman with long, dark hair. They are both looking towards the viewer. The man is wearing a dark, patterned tunic, and the woman is wearing a light-colored dress. The background is a dark, textured surface.

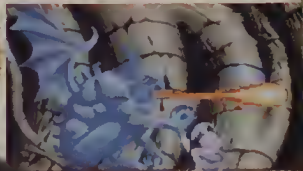
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MONEYGROUND ARE SOFTCOS  
RIPPING YOU OFF?

### ALTERED BEAST WIN THE COIN OP



### SHADOW OF THE BEAST



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# BUG REPORT

**P**legued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a creep artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: **BUG REPORT, C+VG, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

## ST ◆◆◆◆◆ RED HEAT

**SPOTTED BY:** Ross Alexander, Peterborough  
**WHAT HAPPENS:** Whenever you get an extra life from level three onwards the game crashes  
**REPORTS SO FAR:** 1

## C64 ◆◆◆◆◆ FORGOTTEN WORLDS

**SPOTTED BY:** Tommy Matthews, Eastbourne  
**WHAT HAPPENS:** All aliens go after player one, and when you select multi-directional fire in the shop, it always says "ZENNY SHORT"  
**REPORTS SO FAR:** 2

## ROBOCOP

**SPOTTED BY:** Martin Panell, Slough  
**WHAT HAPPENS:** The baddies walk about in mid-air and you can't walk down the stairs, so when the time runs out, you die  
**REPORTS SO FAR:** 2

## AMIGA ◆◆◆◆◆ ROBOCOP

**SPOTTED BY:** Adrian Vaughan, South Croydon  
**WHAT HAPPENS:** Jump over the baby food and no more baddies come, leaving you stuck on that level until you run out of time  
**REPORTS SO FAR:** 1

## DRAGON NINJA

**SPOTTED BY:** Martyn Allsop, Burton-on-Trent  
**WHAT HAPPENS:** In one-player mode the screen stops scrolling half way through level five  
**REPORTS SO FAR:** 1

## SPECTRUM RENEGADE

**SPOTTED BY:** Mike Pin, Plymouth  
**WHAT HAPPENS:** If you kill the boss on the last level, then get knifed by the last nonchman, the henchman's head and shoulders appear

three times on the screen, and Renegade's top hall disappears. Then the game crashes

## TARGET RENE- GADE

**SPOTTED BY:** Ryan Humphreys, East Durkar  
**WHAT HAPPENS:** Entering numbers into the highscore table results in the game crashing  
**REPORTS SO FAR:** 2

## OPERATION WOLF

**SPOTTED BY:** Joey Garner, Bradford  
**WHAT HAPPENS:** On level four, an enemy soldier comes on without a head, shoots, then the machine crashes  
**REPORTS SO FAR:** 3

## AMSTRAD ◆◆◆◆◆ INDY ACTION GAME

**SPOTTED BY:** Andrew Dol-

aghan, Leigh-on-Sea, and Brendan Reilly, Armagh  
**WHAT HAPPENS:** If you leave the controls alone for a couple of seconds then try to move Indy, the game freezes and the computer starts humming  
**REPORTS SO FAR:** 2

## MICROPROSE SOCCER

**SPOTTED BY:** Danny Lindop, Nantwich  
**WHAT HAPPENS:** If you score 14 goals on the six-a-side game, your next goal doesn't get counted  
**REPORTS SO FAR:** 1

## OPERATION WOLF

**SPOTTED BY:** Craig Mackay, Shrewsbury  
**WHAT HAPPENS:** When you finish level four, you're put back to the start of that same level  
**REPORTS SO FAR:** 1

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## I'VE GOT A BUG TO REPORT

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**ADDRESS** .....

**NAME OF GAME** .....

**MACHINE** .....

**LEVEL BUG OCCURRED** .....

**WHAT HAPPENED** .....

.....

.....

.....

.....

.....

.....



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# Shaolin



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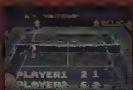
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- AMIGA
- ATARI ST
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# PLAYMASTERS



It's tips city this month, with a heap of level cheats and things for all sorts of machines, and of course that labbo screen-by-screen racing guide to Sega's amazing coin-op, Super Menace GP. If you've got anything fab 'n' groovy in the way of hints, tips or maps, send them in to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1A 3AU. And don't forget there's over £100 worth of software on offer for the best tips of the



month - J Theodora of Byfleet, Surrey gets the goodies this month for his Voyager tips... Get writing - next month you could be a winner!



## ST VOYAGER

J Theodora from Byfleet, Surrey has spent a goodly amount of hours hunting down this cheat code and compiling a list of tips for those who want to play properly.

When the game has loaded and the music is playing, press the fire button. On the options screen (the one with the radar thingy) type WHEN THE SWEET SHOWERS OF APRIL FALL (compleat with spaces). A new menu will appear, from which you can access the cheat screen, to get infinite fuel and shields (use F1 and F2 to top up present levels) and all of the equipment. Also, pressing Enter on the numeric keypad lets you access a Sprite Manipulator. Use the arrow keys to rotate the sprites, 7 and 4 to increase/decrease size and HELP to flick through all of the game's objects. So there's the cheat, what about the tips?

● Use the computer, cameras and decoys to learn enemy behaviour patterns. Hide in a group of 2-5 objects for

all-round cover.

● Drop cameras for protection when stuck in gaps or you're exposed - you can shoot through these.

● Travel at full speed when searching for pods - a moving target is harder to hit. When attacked, reverse at full speed - it's easier to dodge fire and you will be moving out of range of your assailant. When you have fired, don't hang around to see if you have hit - sounds or radar will indicate a hit and you will be out of range of retaliation. Use a shield you miss. Use an atomic bomb or a decoy when being attacked from all sides.

● When you drop a decoy, wait around and watch the enemy behaviour patterns when they go to collect it, then fire on them - they're sitting ducks.

● When there are only a few airborne ships remaining, find some decent cover, launch a camera and use it to pick off the targets instead of risking attack yourself.

● When there are only a couple of ships left, collect all of your cameras and find the portal before attacking. Keep out of the way of vol canoes.

Press the SHIFT key and press HELP to start the game. If the going gets too tough, pressing S advances you straight to the shop, while hitting N takes you straight to the next level. That short snippet of usefulness from Adrian Davies.

## AMIGA ROBOCOP

Mirror, mirror on the wall, who's not going to get killed at all? You, because this infinite energy cheat is yours for the taking if you pause the game and type BEST KEPT SECRET (compleat with spaces).

## FORGOTTEN WORLDS

When the title screen appears, hold down the SHIFT key and type IN ARC Ra-

## HELTER SKELTER

Follow these instructions from Adam Chapman of Milton Keynes, carefully - they tell you how to get a load of lives in this fun platform game.

In a two-player game, player one must firstly get an extra life. Then, both players must lose all of their lives. Player two will return with 99 lives and when he loses only one life, player one will receive 99 lives too!



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## CYBERNOID

### II

Dirk Vael from Belgium is a very nice chap, because he's let us know the infinite lives cheat for this well-addictive Hewson arcade shoot-and-collect lots of stuff romp. When the title screen appears, type NECRONOM:CDN to ward off death. Also, if you pause the game and press N you will proceed to the next level. Alternatively press L to restart the current stage.

## SPHERICAL

Here are the passwords to let you progress to the later levels, courtesy of Belgian bloke Dirk Vael.

RADAGAST  
YARMAK  
ORGLAYR  
SKYFIRE  
MIRGAL  
GHANIMA  
GLIEF  
MOURNBLADE  
JADAWIN  
GUMBA  
CHACHMAL

## KULT

For a game of its size this solution is pretty itchy. Anyway, here it is and it's been sent in by Belgium resident Fabrice Marchel. It works on all versions of the game.

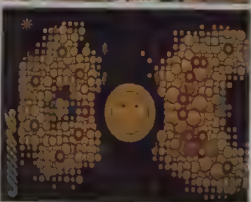
Go to the ring, then go to the Passage of Faithful to kill the Prolozorq which is preventing you from entering. Pick up his Zepstick. Go to the Noose and use the Solar Eyes. Take the left rope. Push the lever and press the eye underneath the lever. Pass through the trapdoor and walk in the pink gallery until 1 02. Return to the Noose and use the Solar Eyes. Go to the Masters Orb and enter the Masters Eye. Inspect the Master and search his body. Take the whistle and use it. Take the egg in the cavity and return to the Passage of Faithful. Enter and turn left twice. Pull the bolt and pass the bats. Use extreme violence to lame Deilos then dive Zepstick. Enter the passage then go straight ahead, turn left and follow the passage. Talk to Normajeen and Ash and tell the truth. Zone scan. Lift the stone slab and take the flask (the bean is not needed). Left gallery then trapdoor. Go to the Threshold of Truth and kill the priestess. Put the egg in the open mouth. Inspect the Leclern Psi shift on the top-left statuette. Exit and go to the

sage then go straight ahead, turn left and follow the passage. Talk to Normajeen and Ash and tell the truth. Zone scan. Lift the stone slab and take the flask (the bean is not needed). Left gallery then trapdoor. Go to the Threshold of Truth and kill the priestess. Put the egg in the open mouth. Inspect the Leclern Psi shift on the top-left statuette. Exit and go to the

the trapdoor. Wait until they reach the top of the ladder and throw your blade at Harssk. And that's it!

## WICKED

Make this game a little less wicked with these helpful hints from Lois in Lancs. It's vitally important to get rid of all of Darkness's spores.



The Presence Of God. Go to the Placating Powers. Kill the first priestess after the ceremony. Brainwarp the second one then give her the flask to drink from. Get the sacrificial blade and the mask. Go to Presence Of God then Saure's Repose. Put the statuette into the niche and the monkey in the tunnel. Go to Presence Of God and count the stars on the starry wall. Enter the passage and wait until THEY come. Use extreme violence on His Sam-Ilness Zorq. Use Brainwarp on Harssk and Psi Shift on

- For safety, keep your growths spreading by planting spores at the edges of your territory or in large groups.
- Any enemy spores which find their way deep into your territory must be disposed of quickly. Pick up the sun icon and fix it to the guardian in the Day phase - he'll disappear five seconds later.
- It's better to collect the two mini-sun multiples rather than anything else as they triple your firepower.
- Whenever possible, use the

mini-sun and take out the red spores before they fly off to spawn.

- If things aren't looking too hot, keep calm and try to maintain a spore stronghold in at least one part of the playing area, as it's no use having small bunches of easily-attacked spores dotted around.

## NEW ZEALAND STORY

Ting Lee of Totnes, Devon has sent in a list of some of the level warps in Ocean's brilliant arcade conversion. Take it away, Tikil!

**LEVEL 1.1** At the end of the level to the left of the cage are three long platforms. Go to the top platform then walk as far to the left as possible without falling off, jump up and shoot to the left. A warp symbol will appear when you've shot enough times. Jump into the symbol to be transported to level 1.4.

**LEVEL 1.2** Go up the two platforms at the start of the level, then go to the far left and shoot. A warp will appear which will take you to a special place in 1.2.

**LEVEL 1.3** At the start go up to the very top end get a balloon then drop down, keep next to the right side of the wall. When you are near to the bottom shoot to the right and a warp will appear for 2.1.

**LEVEL 1.4** You have to use the warp on level 1.1. At the start go up until you reach a platform with the letters N and D. On this platform is a warp going to 2.4.

**LEVEL 2.1** Get a balloon near the end of the level and instead of opening the cage go round it and get off the balloon then go up the squeres on the far right. You will find a place with two green fruits in which there is a warp to 3.4. Shoot around the place to find it.

**LEVEL 2.2** At the start, go up as normal then go to the far right to a place with bears on balloons. Near the corner is a warp which, when revealed, takes you to the end of the level.

**LEVEL 2.3** Go up as normal and keep going right until you



# 100%

## DYNAMITE

AFTER BURNER



LAST NINJA 2



WEC LE MANS



DOUBLE DRAGON



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Once beaten, but not destroyed, the evil Shogun Kunokichi used all his magic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunokichi's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing with you your own intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunokichi once and for all?

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reach the water. At the end of the water is a place with three spikes at the bottom. Stand next to it and shoot and a warp will appear to take you to the end of the level.

**LEVEL 4.1** Near the end of the level is a passage with lots of caves, with a letter in side each of them. Above them you will find a warp to 4.2.

**LEVEL 4.4** At the very end, shoot just underneath the cage and a warp to 5.1 will appear.

## C64

### NEW ZEALAND STORY

Brian Docherty of Cathkin, Glasgow reckons that if you hold down the CTRL and LEFT ARROW you can advance through the levels, but you must still fight the end of level baddy. Good eh?

### INDIANA JONES AND THE LAST CRUSADE

How would you like to play any of levels 1 to 4 at any time you so desire? Simply hold down keys F, I, S and H to activate the cheat mode then press one of keys 1 to 4 to jump to the corresponding stage. Thanks again to Brian Docherty.



### BATMAN - THE MOVIE

Crumbs! One month we run the review. The next we print the cheat mode! How is that for speed?

Play through level one, then load up the Batmobile stage. Lose all of your lives and when you are asked to reload the tape, ON 1 just start the tape to load up the last sections with infinite lives! You could also reload the Batmobile level, for which you will also receive unlimited Bruce Wayne's. Congratulate Mark Stiffard from Fallowfield, Manchester for that sterling piece of info.

### MR HELI

Mark Stiffard comes to the rescue of all you hassled chopper freaks who can't

ger all the first level, with the passwords for stages two and three.

Level 2: CACG

FAAAAUAEIDACKCY

Level 3: DACHAFPAUAI

GAADCCBR

### NINTENDO SUPER MARIO BROS II

If you go through the underground passage on world 1-1 you will find a waterfall and a beanstalk. Climb all the way up to the top of the beanstalk and go left. Blow down the wall with a bomb and walk through the door. Go across the rocky landscape to find Ostro.

On world 4-3 choose Luigi. You will see Ostro go to the right of him. When he shoots an egg jump on it and let it take you across the sea, where you will see a green brick wall. Instead of going through the doors jump over the platform and go through the last door.

On world 7-1 choose Luigi. Climb up the ladder and walk slightly to the right. You will see an albatross,

onto whose back you must jump. Jump over the pillars and land back onto the albatross and let it take you across to the end of the screen where a rocket is waiting to take you to the next level. Go right until you come to the end of the screen. You will see a small pillar - climb onto it, do a power-squall jump and push right to get over the larger pillar. Climb up the ladder to the next level. Remember to jump onto the backs of creatures and vehicles to take you across spikes and other difficult situations.



### CHOPLIFTER

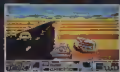
To select any level move the control pad UP, DOWN, LEFT and RIGHT then press button 1 on the title screen. Repeat this on the player selection screen. The words SELECT ROUND 1 will appear. Choose the level you want and press start. Timing is everything, so have another go if it doesn't work first time.

# C&VG AND U.S.

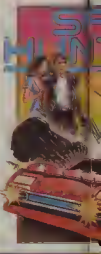
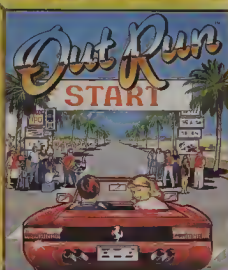
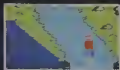
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# GAME TIPS

## CASTLE VANIA

On stage 2, go down the stairs to find an impassable square block of bricks. Smash two parts of it away to find a pork chop. Go left to the staircase, go down the stairs and walk right until the end of the screen. Climb down the stairs and go right until you fall onto a small platform. Smash out one of the bricks with your whip to climb down to another platform. Crouch down on the platform and a secret money bag worth one thousand points will appear.

On stage three, the axe is the best weapon to defeat the phantom bat.

At the beginning of stage four go up the stairs in front of you and smash two bricks out of the wall on the right hand side. Crawl through the hole you have made and a crown, worth two thousand points, will appear. Go up the stairs on the top platform and you will see four candles, a vampire bat and a black knight. Drop down to the platform below the bat, turn around and smash the platform to your right to find a double shot.

On stage five, keep going left past the medusas until you come to a small platform in between two larger platforms. Jump onto the small one and wait until a treasure chest worth two thousand points appears. Go left again and up the stairs, then walk right until you see two black knights. To the right of the knight on the higher platform is a platform with two bricks on it. Smash one of the two to reveal a pork chop.

At the start of stage six, fall from the first small ledge you come to and smash one of the four bricks to your right. A pork chop will appear. Go left until you come to a bat with a two-brick platform underneath it. Smash one of the blocks and a double shot

will appear. When you reach the queen medusa make sure you have plenty of hearts and the clock which you will have found at the end of stage five. Use the clock to freeze her then kill her with your whip, using the clock again every time she awakens.

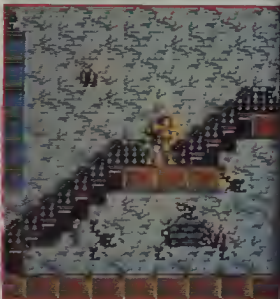
At the beginning of stage seven are platforms with hunchbacks on them. Jump up when you reach the second platform and strike it with your whip - a pork chop will fall from it. Keep going left and climb the stairs at the end. Go right until you come to a staircase with no platform underneath. Go to the edge of the platform at the very bottom of the screen and crouch down to reveal a money bag worth one thousand points.

On stage eight go right, avoiding the medusas and climb the stairs to the next level, where you will see two candles and a two-brick platform. Go over it and duck down - a money bag worth a thousand points will appear to the left of you.

When you reach the mummyman room on stage nine, go down to the bottom platform where the mummies are and smash the one-brick platform to the left to find a pork chop. Ducking down and hitting the mummies with your whip hits the wrappings they throw at you as well as the creatures themselves.

On stage twelve walk right and kill the first skeleton. Jump onto the platform in front of you, duck down and hit the top platform to uncover a pork chop. Kill the second skeleton and whip the top brick of the wall it was attached to - a large heart will appear when fighting Frankenstein and Igor, it's best to use a combination of whipping and throwing axes.

Go to the top of the stairs



on stage thirteen until you come to the very top level of the stage. Keep going right and climb down four steps of the staircase in front of you. Whip to the right and a double shot will fall to the floor. Continue right and kill the two red skeletons and two hunchbacks. You will see a platform in front of you which a whipped white standing up, will deposit a pork chop.

At the very top level of stage fourteen, keep going left until you see a red skeleton, an axeman and a staircase leading up. Go up it and onto the platform, jump to the platform to the right and smash two bricks out of the six-brick wall. A double shot will appear. Continue left and climb the staircase. Jump onto the platform on the right and, once there, move right and jump onto the platform below to find a money bag worth one thousand points.

Go left on stage fifteen, up the staircase then right until you reach the end of the screen. Smash two bricks out of the end wall and a pork chop will appear. When fighting the Grim Reaper, use the axe or boomerang (it is also

useful to have either a double or triple shot as this allows you to get more hits in).

On stage seventeen kill the first white skeleton, then go up the two staircases in front of you. Kill the next two skeletons and climb the next two staircases. Proceed to the left and drop off the ledge, keeping an eye open for any stray hunchbacks. Go right and fall from the next ledge, and uncover a pork chop by smashing two blocks out of the wall to the right.

When you confront Diacula on stage eighteen, wait until he shoots fireballs at you, jump over them and, while you are in the air, hit him in the face (you need to be fairly close to him to do this). Repeat this process of jumping the fireballs and hitting in mid-air until his First Form dies. Be careful when he materialises over you. There is a liebomb in the candle to the extreme left of the screen which you need to throw at the creature which comes out of Dracula. This sluns it for a while, giving you time to hit it in the face with your whip. Repeat this process until the creature is dead. You have completed the game!

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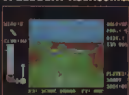
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# GAME TIME

## Super Monaco Grand Prix

Continuing our series of in-depth corner-by-corner arcade racing guides, this month we've got the low-down on Sega's wonderful Super Monaco Grand Prix - the fastest, most exhilarating race game yet seen in the arcades! Julian Rignall has the tactics which will help you win...

### THE CARS

There are three cars to choose from - auto, four-speed and seven-speed

#### AUTO

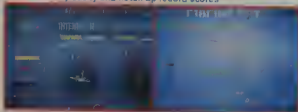
Low-powered, but recommended to beginners. Lets you concentrate more on racing, rather than having to watch your revs all the time

#### FOUR-SPEED

Medium-powered, and worth trying once you've mastered Auto - but be careful, not all the corners that you can take tied out in auto can be taken at top speed in this car

#### SEVEN-SPEED

High-powered, and only for true experts. You really need to practice at this if you're going to get anywhere. All corners require nifty gear-changing to remain at top speed. Once mastered, though, you'll be able to burn off the opposition very easily and notch up record scores



### QUALIFYING LAP

First you have to race a short qualifying lap. Put your foot to the floor - the first corner can be taken at top speed in all cars. The second can be taken tied out in auto mode -

change down to third on four-speed, and to fifth on seven-speed



Race at top speed along the straights and through the chicanes until you reach the final bend. Getting this right is absolutely crucial to get a high grid position - cock it up and you'll end up 11th or 12th on the grid.



As soon as you see the multiple arrow signs (not the corner warning signs in the picture, the ones that are actually ON the bend) brake very hard and change down to keep your revs high (in auto mode, just concentrate on braking). Aim the nose of the car to skim the right-hand barrier of the corner, then just as you enter the bend put the accelerator to the floor, put the steering wheel in full lock and exit the bend with full revs. Change up as quickly as possible





# GAME TIPS



It takes practice to master this manoeuvre, but a useful tip if you're a novice is to pump the accelerator through the bend so that you don't accelerate out of the bend too fast and hit the wall on the left hand side of



## THE RACE

The first two corners have already been explained in the instructions for the qualifying lap.



lock in auto. Four-speed, drop down a gear

and use full lock; seven-speed, drop to fifth and use full lock. The following corner is a breeze and can be taken at full speed in both auto and four-gear; on seven-gear you have to drop to sixth. Be careful not to over-steer - the corner looks sharp, but it isn't.

Once through the tunnel you've got a fast race to the hair-pin bend, which should be taken as explained in the Qualifying Lap tips above.



After those the course changes. Between here and the next checkpoint, all the corners can be taken flat out. Don't over-steer - just take it easy on the wheel and you can whizz through the shallow corners and chicanes with the minimum of steering wheel movements.



Once through that it's a pedal to the metal and roar to the finishing line.

## GENERALLY

Super Monaco GP is a tough race game, but with these tactics you should be able to finish in the top three. If you do, you get the chance to race again on the same course, but in wet weather. The best tactics here are to take the corners slower, and be prepared to countersteer through chicanes and slow bends, as the roads are very slippery.



Once through the first checkpoint, you'll have to endure two fairly sharp corners and the tunnel.

The first corner should be taken at full speed and with full steering wheel



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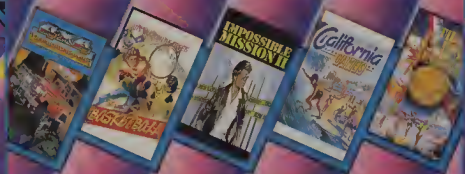
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# HIGH SCORES

Okay gamesplaying aces. Here's the place to display your top scores - The Official UK Computer Highscore Table, the definitive record table for all top scores on all machines. If you've got some record-breaking scores, why not put them on the back of a postcard or sealed-down envelope and post it off to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get ready for instant fame...

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**BARBARIAN II**  
676,753 Daniel Sprangers, Gressendarn, Holland  
**BLOOD MONEY**  
177,550 Tim Lehane, Co Cork, N Ireland  
**CASTLE WARRIOR**  
805,261 Lior Mery, Israel  
**OATSTORM**  
667,370 Mark Schokkar, Wm lersburgh, Holland  
**DENARIS**  
75,310 Gary Maxam, Colchester, Sussex  
**DOMINATOR**  
219,947 Daniel Sprangers, Gressendarn, Holland  
**FORGOTTEN WORLDS**  
638,500 Justin Edwards, Bristol  
**GUNSHIP**  
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**HYBRIS**  
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**LEO STORM**  
560,838 Steven Howard, Lowestoft  
**LICENCE TO KILL**  
39,573 Lior Mery, Israel  
**NEW ZEALAND STORY**  
256,821 Mark Blackie Brockley, London  
**OPERATION WOLF**  
1,021,122 Jagi Rahr, Crayford, Kent  
**PACMANIA**  
4,550,430 Allan Black, Oesborough, N Hants  
**RICK DANGEROUS**  
744,550 Casey Gallacher, Reading, Berkshire  
**ROAOLASTERS**  
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**ROBOCOP**  
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**SILKWORM**  
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7,566,980 Allan Black, Oesborough, N Hants  
**STARGLIDER II**  
385,492 Kevin Griffiths, Wolvehampton  
**SUPER HANG-ON**  
22,118,682 Richard Shaw, Keyworth, Notts  
**SWOARD OF SOOAN**  
379,450 Aviat Johore, Abingdon, Oxon  
**TEST DRIVE**  
62,470 Asm B. Gant's Hill, Essex

**AFTERBURNER**  
59,555,000 John Brstow, Erith, Kent  
**DOUBLE DRAGON**  
112,040 Robert Preston, Warley, W Mids  
**DRAGON NINJA**  
1,044,000 Daniel Belhell, Grlton, Cambs  
**FIREFLY**  
1,643,290 Robert Preston, Warley, W Mids  
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**OUT RUN**  
20,754 240 Robert Preston, Warley, W Mids  
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**BUGGY BOY**  
124,730 Stephen Kingston, Crewe, Cheshire  
**CRAZY CARS**  
9,409,350 Karl Rudoll, Redditch, Worcs  
**CRAZY CARS II**  
752,968 Morten Ludvigsen, Nesna, Norway  
**OARK SIDE**  
8,518,000 Stu, Melton Mowbray, Leics  
**ORAGON NINJA**  
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TRADE ENQUIRIES WELCOME ON 01 443 1936.

# REVIEW

► **AMIGA**

## PRO TENNIS TOUR

BY UBISOFT

Winter's practically knocking on the door, the football season is well underway and everyone decides to knock out tennis games. The latest in the considerably lengthy line is this little offering from French firm Ubisoft and, unlike a lot of the dross served up of late, this one is a bit of alright.

Pro Tennis Tour (originally called Great Courts Tennis, but changed since we previewed it last month) sticks faithfully to the rules of the game (too close for my liking - I lost most of the time) and the entire world tennis circuit is included, complete with a pretty picture of a famous landmark of the country concerned when you arrive there.

Well-defined sprites dart around centre court, smashing the ball this way and that - in my case, anywhere except where it should go. Sound effects are

▼ *Serving on clay.*

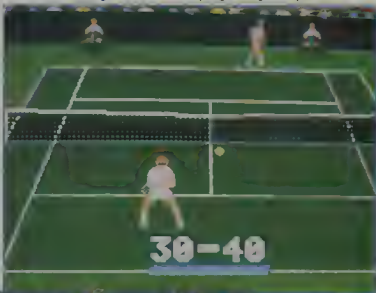
well used, with sampled ball-against-racket effects and clear speech on the loading screen. I was disappointed with the rather flat title tune, however.

To sum up, Pro Tennis Tour is one of the better computerised attempts at this fast-

paced sport, combining challenging gameplay with a high standard of presentation, the two melding together to form a worthwhile package for both tennis fans and computer gamers alike.

PAUL RAND

▼ *The outcome of the game hangs on this point!*



### UPDATE

Expect an ST version soon, which will feature almost identical gameplay, slightly weaker graphics and scratchier sampled sound effects.

AMIGA £24.99

GRAPHICS 81%

SOUND 78%

VALUE 80%

PLAYABILITY 81%

Definitely one of the more playable tennis simulations on the Amiga, with a high standard of polish and wealth of options to please both fans of the game and casual players.

OVERALL 80%



# LET'S GO TOOBIN'

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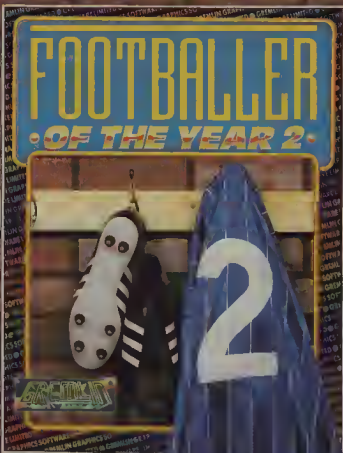
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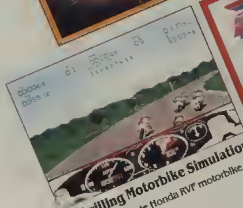
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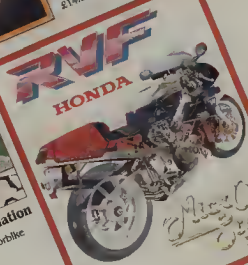
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# CONTINENTAL CIRCUITS

BY VIRGIN/MAS-  
TERTRONIC

As you probably know, Taito's coin-op was originally meant to be called Continental Circuits, but wires got crossed and the translation came out as "Circus"! Strange, but true!

Anyway, the "circuits" in question are a series of eight tracks set around the world: Brazil, America, France, Monaco, Germany, Spain, Mexico and Japan. Each has their own hazards, and some are more difficult than others. Monaco, for example, is almost entirely made up of bends and chicanes, whereas Japan is full of lovely long straights.

On every track you've got to race your way through the field to achieve a qualifying position. At Brazil you start off in 100th place and have to make your way to 80th, by Japan you've got to finish in the top three. Each course also has a strict time limit, crash once and you'll be lucky to finish.

If you hit other cars or roadside obstacles, you set your vehicle alight, and it's time to enter the pits where the clock is stopped until you're fully repaired. If you don't make a pit stop, you'll eventually blow up, spin off the track and lose valuable seconds.

Although the original coin-op is an enjoyable game, the 8-bit versions have failed to capitalise on the machine's fast action, and the end results are rather rou-



tine Pole Position clones which have been seen before in various guises over the last four years. The pit stop is a neat idea, but really there's little else that's new.

The 16-bit versions look and play similarly to the arcade machine, and are enjoyable and addictive. The only problem is that there isn't a lot of variety in the gameplay, so lasting appeal is questionable. Still, if you're a fan of the original coin-op you should love both versions.

# MENTAL CUS

▼ The first course - lots of nasty bends here.



▼ Yeek! Twenty two seconds left to make up five places!



those not so sure should check out other racing games on the market before making a purchasing decision

**GORDON HOUGHTON**

**SPECTRUM £9.99**

There's very little sense of speed and not much room to overtake opponents, so it soon becomes more annoying than enjoyable.

**OVERALL 59%**

**C64 £9.99**

The graphics and sound do little to emulate the coin-op, and it's far too easy to complete.

**OVERALL 46%**

▼ Burnin' up the road?



**ST £19.99**

**GRAPHICS 79%**

**SOUND 62%**

**VALUE 76%**

**PLAYABILITY 79%**

A reasonable enough attempt at the coin-op, but more detailed 3D would have helped. Otherwise it's a pretty nifty race game, as frustrating as it is addictive.

**OVERALL 79%**

**AMIGA £19.99**

The sound could have been better (the engine effects are a bit whiney), but otherwise it's like the ST. It's simple enough until you get to Monaco, then you start smashing up your joystick.

**OVERALL 79%**

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# ocean

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and intellect.



Screenshots from ST version



Atari ST, Amiga, IBM PC and compatibles.

Mirrorsoft Limited Irwin House 115 Southwark Street London SE1 0SW Telephone 01 925 1454



# OOZE

BY DRAGONWARE

If your idea of fun is exploring a deserted mansion covered with dust and cobwebs, then you'll probably enjoy *Ooze*. Especially if bumping into an assortment of ghosts and ghouls doesn't frighten the wits out of you! And of course there's *Ooze*, too - he's the Master Of Evil who rules the roost at 555 Rue Morgue, where the game is set.

The player takes the role of Ham Burger, who has recently inherited 555 Rue Morgue from his uncle, Cheez Burger, who died in a horrific accident in the cellar there, having just taken up residence. He soon discovers some disturbing things about the place - and it's not just the spiders! However, the resident ghosts turn out to be quite a friendly crowd, and Ham soon decides to join them in an effort to eliminate the feared and hated *Ooze*.

*Ooze* is a text adventure,

with a graphics system almost identical to that pioneered by *Magnetic Scrolls*. This means it's not only a little dated for a new release, but being so obviously similar, it invites comparison - and basically, the graphics are nowhere near as good. On the plus side, there's lovely title music, and plenty of decent sound effects, including eerie laughs, creaks, and bumps.

In a text adventure, not surprisingly, it is the text output that makes the game. There is plenty of it, but on the Amiga version I played, 80 column white text on a black background, with no alternative size is a difficult read if you're using a TV. Other foreground colours are available through a *COLOR* command, but the manual does not list the colour codes.

Room descriptions are long and well written, apart from the odd text decompression glitch, but they tend to lack humour, and are not always well arranged, making it difficult to

### ▲ Checking out the kitchen.

determine the exits and objects of interest in the rooms. Function key F2 lists the exits concisely, and I soon found I was using it automatically each time entered a new room. Other function keys are provided for routine commands, including F3 which is a sort of *SCORE*, displaying courage, charisma, health, and hit points.

Text output also includes responses to the player, produced by the parser's interpretation of the command entered. This parser leaves a lot to be desired. *MOVE SHEETS* (on the bed) gives: *UNFORTUNATELY I CAN'T SEE LEAVES HERE*.

### ▼ Down in the dungeons.

whilst *EXAMINE LEAVES* when leaves are present, returns: *UNFORTUNATELY I CAN'T SEE A FLYER HERE*. And as for *DUCK*, when one of the spooks threw a fireball at me, all I got was: *YO! CHILL OUT! I'D PREFER NICE COMPLEX SENTENCES*. Yuk!

Overall, the game itself, whilst hardly Infocom standard, is not at all bad, offering an atmospheric haunted house theme. A pity, then, that it is dogged by a number of frustrating little difficulties that, given the hardware of today and the adventure experiences of yesteryear, should be a thing of the past.

KEITH CAMPBELL

## UPDATE

ST, PC and Archimedes versions are planned, and should all be very similar to the Amiga version.

AMIGA £24.95	
GRAPHICS	77%
SOUND	83%
VALUE	79%
PLAYABILITY	70%
OVERALL	74%





# SUPER WONDER BOY

Wonderboy is back! This time even more powerful weapons who must say the word "MEKA" before peace can return to Wonderland. Twin T. - the hungry evil known  
Evil anascondas - vicious vampire bats - mad madman an - name just a few  
Collect treasures along the way to strengthen and  
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more the peace-loving people of Wonderland  
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**ACTIVISION**

**SEGA**

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▶ AMIGA



# BAT

the... g... off...  
 which... the A...  
 If... n... Jack  
 Napier is p...  
 where... the... and Batman  
 I... dodge... throw  
 g... r... her...  
 cr... down Bat... a...  
 gets from platform to platform  
 by swinging on his bat...  
 This section is pretty much identical  
 to the same sections in the  
 other versions... apart from  
 beelied-up graphics and sounds

The next stage is the first  
 which differs dramatically from  
 the 8-bit versions. The coppers  
 are after Batman because they  
 think he's a criminal, so he has  
 to try and motor back to the  
 Batcave without running into a  
 roadblock. This section takes  
 the form of a traditional 3D driving  
 game. While you're dodging  
 cars on the road, arrows indicate  
 turn-offs you should take to  
 avoid the roadblocks. However,  
 the Batmobile is moving at such  
 speed that Batman has to use a  
 grappling hook to grab a lamp  
 post as it flashes past, and then  
 swing his steed around the corner.  
 You get three chances at

p... g... e...  
 r... g... e...  
 p... r...  
 he... g... r...  
 s... n... of... H... which...  
 ing at...  
 Once at the flag... ve... Bat... an...  
 has to analyse a... number of  
 household products which Jack  
 Napier... now The Joker... has  
 poisoned. Select three products at  
 a time, and the Batcomputer  
 reports how many of the three are  
 contaminated, but not which  
 ones. Like the old Mastermind  
 game, you have to solve the  
 puzzle by a process of elimination.  
 This bit's nicely done, but  
 it's dead easy so it won't be long  
 before you can pass on to stage  
 four.



trip through the...  
 than City, except...  
 carnival day and you're flying the  
 Batwing. There are huge balloons  
 lining the street, but unbeknownst  
 to the authorities, the  
 Joker has filled them with deadly  
 Smiles gas. To save the carnival  
 goers, you have to fly the



# BATMAN

BY OCEAN



**CRASH  
HIT!**

edible, whopping, very  
up-as-whizz-o-t-t, this is  
really smooth. The level-1  
graphic detail is exemplary,  
even extends to the Batwing,  
producing a tower of spire. If  
you scrape it a long the ground.  
Quite simply, this is the most ef-  
fective bit of sprite-based 3D  
gameplay I've ever seen on the  
Amiga, and it's almost worth  
buying the game just for this bit!

After that, the last section,  
set in Gotham Cathedral, is a  
wee bit of an anti-climax. Using  
his batrope, Batman has to climb  
from platform to platform to-  
wards the Joker who is holding

ve  
he  
at, doing  
bout how  
getti  
ga  
keep  
ver  
defeat  
PAUL GLANCEY

PAUL GLANCEY

## UPDATE

The ST version should be  
out and about by the first  
week in November and will  
have the same 3D features  
as the Amiga version. Look  
out for it.

<b>AMIGA</b>	<b>£24.99</b>
<b>GRAPHICS</b>	<b>93%</b>
<b>SOUND</b>	<b>86%</b>
<b>VALUE</b>	<b>95%</b>
<b>PLAYABILITY</b>	<b>89%</b>

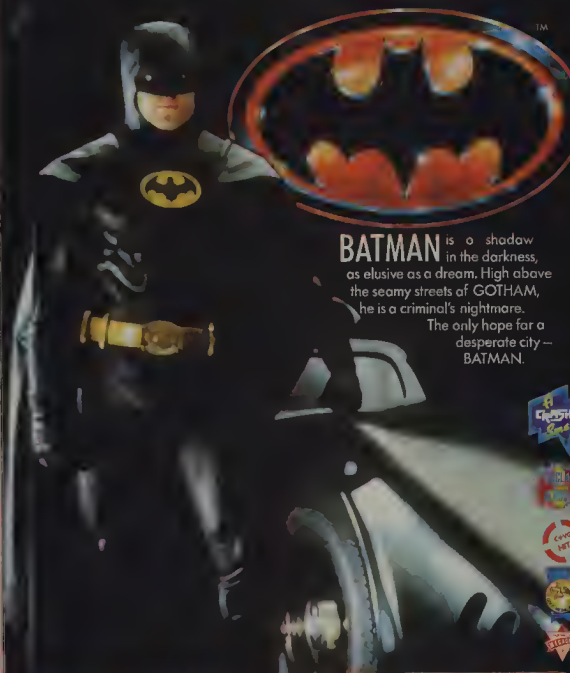
Superb graphics and sound  
and great five-part game-  
play carry off Ocean's best  
game of the film yet

**OVERALL 93%**

batwing through the balloons,  
guy ropes so that they float up  
out of harm's way. Getting your  
altitude right as the road rocks  
up and down is essential, as ex-  
ploding a balloon releases its gas,  
and running into a balloon an-  
chor damages the Batwing.

This section is the real stunner.  
It's a simple sort of game,  
but the visual impression is in-





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**QuickShot**  
JOYSTICKS

**ONE THING  
MAKES THEM BETTER THAN  
THE REST....**

*Performance*



▲ The gang's bridgebound antics will have you rolling about.

# THE UNTOUCHABLES



▲ Shotgun slugs is the only language these street slime understand.

When the cost of a prohibition racket is the lives of innocent people, it's time for the law to get tough. Enter, please, Mr Elliot Ness and his team of Untouchables, a group of guys who have the power to do whatever they want in the cause of civilian safety (so long as what they do is vaguely legal, that is). Untouchables, the game, deals with Ness's battle against that most famous of Godfathers, Al Capone.

Based around the critically-acclaimed film starring Sean Connery and Kevin Costner, The Untouchables puts you through six levels of hoodlum hassling.

Stage One, a multidirectionally scrolling platform shoot 'em up sees you in the derelict warehouse which Capone's gang use as their base. Here, you must gather together the evidence required to move in for the kill.

and break up Capone's empire. It's just you against the best (or worst?) of Chicago's villains.

Further levels, all of which are taken directly from scenes from the movie, include a second-person perspective 3D

▼ More action in the alley, this time



# REVIEW



level of presentation to produce a great game

Perhaps the programmers have gone just a little too far on the aesthetic side of the 64 version though, sometimes, because of the large quantity of colour on screen, it's difficult to make out who's shooting at who. Apart from that one minor gripe (don't worry, it's more an annoyance than a detriment to the game's enjoyment), The Untouchables is a well thought out package which will find a niche in most people's software collections. It won't be as big a hit as Ocean's two earlier movie games, but those who buy it won't be disappointed

**PAUL RAND**

## UPDATE

Expect Amstrad, ST and Amiga Untouchables to hit the streets around mid-November, at £9.99, 19.99 and 24.99 respectively. All will follow along the same lines as the C64 and Spectrum conversions, although the 16-bit titles will benefit by better graphics and sound effects.

# ABLES

shootout in a dark, city alleyway, another second-person perspective shootout: but this time set on a bridge with your team rolling around the floor, wasting baddies and trying desperately not to be shot: a madcap chase on the Spectrum.

## C+VG HIT!

down a long flight of stairs as Ness attempts to rescue a runaway baby, complete with gram

▲ Don't shoot the accountant!

while removing any threat from hoodlums, and finally a gun battle across the rooftops with a pistol-packing bad-lad

Ocean seem to enjoy producing multi-event film licenses what with Robocop, Batman and now this. As with the other two, The Untouchables is a cut above the usual movie-based guff which we're constantly subjected to, combining relatively simple gameplay with a high

▼ Save the baby!



C64	£9.99
GRAPHICS	83%
SOUND	79%
VALUE	82%
PLAYABILITY	85%

An absorbing mish-mash of game styles make The Untouchables a great film tie-in.

**OVERALL 83%**

**SPEC £9.99**

While the gameplay is virtually identical to the C64 version, monochrome graphics ensure that the on-screen action is easier on the eye, as well as giving the player the feeling of watching a 50s black and white film. Brilliant.

**OVERALL 85%**

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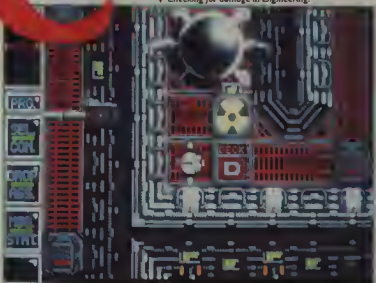
IBM PC Amiga Atari ST Commodore 64 Amstrad Spectrum

**DOMARK**



BY RAINBIRD

▲ Blame the seed pod!



▼ Checking for damage in Engineering.

Your space station's been infested by alien insectoid wrecking crews, and wouldn't you know it, Rentokil's deep space surcharge is just beyond your budget. The only thing to do is to set up a communications beam from your distant spaceship, then use it to remotely control a maintenance droid. The droid has to do his best to eradicate the aliens from all four labyrinthine station decks, while looking for the four parts of a teleport device. Once they're assembled he can teleport to the alien mothership, plant a bomb, destroy it and save the solar day.

The droid comes in three bits which have their own weapons and power sources, allowing them to operate independently or as a combination. When separated, you can flip between overhead views of each component's surroundings, so

uniting them is just a question of programming each bit to go to a deck-to-deck teleporter and moving them all to the same part of the station.

Once they're together, you can get down to a serious search. The teleport parts are all in locked lockers, so the droid needs to find the pass to unlock the locker and bulkhead doors on a deck. For these, he has to search unlocked lockers, which can also hold tools to repair damaged consoles and parts which he can assemble into weapons such as proximity mines or deck canons.

Luckily for him, the aliens don't see the droid as much of a threat, so he doesn't have to worry about them zapping him too much. However, they come in a multitude of forms, some more dangerous than others. The real pain is the pupal Sucker which wriggles around sucking away at your energy if it finds you. Blockers are like large beet-

les - slow, but if you shoot one, it sits down and draws its legs under its shell, blocking the corridor until you pump a load of laser into it.

If you kill an alien anywhere it transmits sympathy waves to the nearest alien pod, which pops open and gives birth to another blocker. So, to clear the ship, you have to destroy each pod with a mine, then lock up that section of the station with a deck pass, making sure any damaged computers and communications have been repaired first.

Damage level and repairs for

play is much more strategy than blasting, but the task is very engrossing indeed. It's a lucky you can save the game to disk because there's so much to do. However the fact that there's so much in the game means you can play it for ages without getting bored. It's a shame that the joystick control tricky to handle, but as far as I can see, that is the only real flaw in an otherwise excellent game. Thinking gamers, check it out.

PAUL GLANCEY



#### ▲ Wandering the flight deck.

both the droid and the ship are two of the things you have to keep a constant check on. If the aliens completely wreck the ship's communications facilities, contact with the droid is lost and it's game over. If they wreak havoc on the engineering deck they can damage the reactors and leave decks running on reduced power with emergency lights only.

It's neat touches like this which really add to the atmosphere, and it's on that score that Contact really makes an impact. As well as the red emergency lights, there are a load of features taken from SF movies. One of the decks is very Nostro-mo-esque, the monsters and their mothership are also reminiscent of Alien and even the way the robot walks is rather Robocop-y.

Although the robot's is armed with a laser, the game

## UPDATE

Expect an Amiga version soon with improved graphics and sound and, the programmers hope, a scrolling display replacing the ST's flick-screen one.

ST £24.99

GRAPHICS 84%  
SOUND 70%  
VALUE 75%  
PLAYABILITY 83%

Tangible atmosphere and lots of playability make Contact much more than just another maze game.

OVERALL 81%



#### ▲ No problems with this computer console.




#### ▲ The terse plugs in and recharges.



#### ▲ The reg section thanks for the ST.

# FIGHTER BOMBER



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## AMIGA TOP 20

It's a month of new entries, most successful of which is Elite's compilation (containing such classics as Buggy Boy and Ikan Warriors) which shoots straight up the chart to the number two slot. Amazing that Falcon and Lombard Rally are still hanging around the top ten almost a year after their release.

### PAUL'S TIPS

**XENON II.** Not on the streets in time for this chart, but it's got to be a chart-topper next month.  
**RAINBOW ISLANDS.** Again, won't be out until next month, but when it is, watch it climb!  
**BATMAN.** Ocean's mightiest licence yet - it's gonna be kickin' ass very soon!

### OUTSIDE BET

**QUARTZ.** Paul Shirley's nifty shoot 'em up deserves heaps of success.

Microprose's Honda RVF rides straight in at number four while Ocean's fab arcade conversion knocks the mighty Populous off top spot. The Populous Promised Lands disk enters the chart, and considering the success of the parent game, this add-on is bound to do well.

### PAUL'S TIPS

**BATMAN.** I'll eat my ham salad roll if this amazing licence isn't in the top five this time next month.

**RAINBOW ISLANDS.** Missed this chart, but it'll be in the top ten next time - you wait and see.  
**XENON II:** Another one released to late for this chart, but it'll flying high next month.

### OUTSIDE BET

**LIGHT FORCE.** A rather fab compilation from Ocean, comprising IK+, Voyager, R-Type and Batman the Caped Crusader.

## ATARI ST TOP 20

1	(8)	New Zealand Story	Ocean	88%
2	(-)	Story So Far	Elite	85%
3	(2)	Robocop	Ocean	90%
4	(-)	Indiana Jones	US Gold	81%
5	(7)	Falcon Missions	Mirrorsoft	88%
6	(4)	Kick Off	Anco	84%
7	(9)	Falcon	Mirrorsoft	93%
8	(14)	Lombard Rally	Database	83%
9	(3)	Forgotten Worlds	US Gold	87%
10	(-)	Rocket Ranger	Mirrorsoft	80%
11	(-)	Rick Dangerous	Firebird	87%
12	(12)	Out Run	Klassix	75%
13	(5)	Silkworm	Virgin	84%
14	(16)	F16 Combat Pilot	DI	79%
15	(13)	Licence To Kill	Domark	80%
16	(20)	Kult	Infogrames	85%
17	(11)	Dragon Ninja	Ocean	81%
18	(6)	Battle Chess	EA	82%
19	(-)	Postman Pat	Alternative	69%
20	(-)	Promised Lands	EA	88%



▲ Op wolf - still in the charts since Christmas!



▲ Monte Carlo Casino just nudges its way in.



▲ A budget Crazy Cars motors right to the top.



▲ Cheap Jack nips in at the bottom of the chart.

## ALL FORMATS

		GAME	COMPANY
1	(-)	CRAZY CARS	HIT SQUAD
2	(-)	INDIANA JONES	US GOLD
3	(2)	GREEN BERET	HIT SQUAD
4	(1)	ROBOCOP	OCEAN
5	(3)	ENDURO RACER	HIT SQUAD
6	(4)	YIE AR KUNG FU	HIT SQUAD
7	(5)	DT'S DECATHLON	HIT SQUAD
8	(7)	POSTMAN PAT	ALTERNAT
9	(8)	MiG 29	CODE MAS
10	(-)	N ZLAND STORY	OCEAN
11	(19)	CRAZY CARS 2	TITUS
12	(-)	SCOOBY DOO	ENCORE
13	(6)	DRAGON NINJA	OCEAN
14	(-)	M CARLO CASINO	CODE MAS
15	(-)	BATMAN	OCEAN
16	(-)	OPERATION WOLF	OCEAN
17	(15)	T I DIZZY	CODE MAS
18	(-)	SUMMER GAMES	KIXX
19	(-)	JACK THE NIPPER	KIXX
20	(-)	FAST FOOD	CODE MAS

**A**fter topping the Gallup chart for over six months, Ocean's record-breaking Robocop has finally lost its number one slot to Crazy Cars. Thanks to the success of the film, it has

# ATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
UAD	●	●	●	●	●
LD	●	●	●	●	●
UAD	●	●	●	-	-
	●	●	●	●	●
UAD	●	●	●	●	-
UAD	●	●	●	●	●
UAD	●	●	-	-	-
NATIVE	●	●	●	●	●
MAST.	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
E	●	●	●	-	-
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	-	-
	●	●	●	-	-
MASTS	●	-	●	-	-



▲ Enduro Racer - still givin' it 'andful, but dropping two places.



▲ The Indy action game - whipping the opposition.



▲ The Caped Crusader fights the onslaught of crime and £ bit budget games.



▲ A rereleased Scooby bounces into twelfth place.

It last found a foothold for his arcade game, has shot straight to number two. Ocean's fab New Zealand Story conversion has finally charted and is slowly climbing the ranks.

# THE C+VG CHARTS

## C64 TOP 20

AMAZING!! A full price game knocks Treasure Island Dizzy off his perch! Still, we told you the Indy action game was good. The rest of the budget gang do a reshuffle and they're joined by some smart new cheapos. Strange that Crazy Cars, which isn't the best of the new bunch, climbs highest.

### PAUL'S TIPS

**NEW ZEALAND STORY:** Currently climbing the chart slowly but should make it to the top for next month.

**BATMAN:** Sure to cash in on the hysteria surrounding the movie.

**DRAGON SPIRIT:** One of Do-mark's best Tengen conversions to date.

### OUTSIDE BET

**DARK FORCE:** Undoubtedly one of the best value for money Spectrum compilations yet.

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### OUTSIDE BET

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## SPECTRUM TOP 20

1	(-)	Indiana Jones	US Gold	81%
2	(-)	Crazy Cars	Hit Squad	60%
3	(1)	Treasure I Dizzy	C Masters	75%
4	(7)	Green Beret	Hit Squad	85%
5	(3)	Postman Pat	Alternative	70%
6	(2)	Enduro Racer	Hit Squad	87%
7	(5)	D T's Decathlon	Hit Squad	69%
8	(-)	Monte Carlo Casino	Code Mast	77%
9	(14)	Shanghai Warriors	Players	79%
10	(4)	MIG 29	Code Mast	35%
11	(6)	Robocop	Ocean	95%
12	(-)	Jack the Nipper	Kixx	77%
13	(-)	Scooby Doo	Encore	75%
14	(13)	Crazy Cars 2	Titus	70%
15	(-)	Superkid	Atlantis	72%
16	(18)	Fast Food	Code Mast	59%
17	(-)	Pro Powerboat Slim	Code Mast	70%
18	(8)	McGuigan Boxing	Mastertronic	74%
19	(16)	Gauntlet 2	Kixx	78%
20	(-)	Double Dragon	Melbne Hse	55%

### C+VG STAFF CURRENT GAME OBSESSIONS

**JULIAN RIGNALL:** GHOULS 'N' GHOSTS, WONDERBOY III (CD-ROM), OROYNE

**PAUL GLANCEY:** GHOULS 'N' GHOSTS, ROCK ON, XENON II

**PAUL RANDY:** GHOULS 'N' GHOSTS, SHINOBI, CONTINENTAL CIRCUS



# CONTINENTAL CIRCUS



AMIGA C64



ATARI ST



COMMODORE



SPECTRUM



AMSTRAD

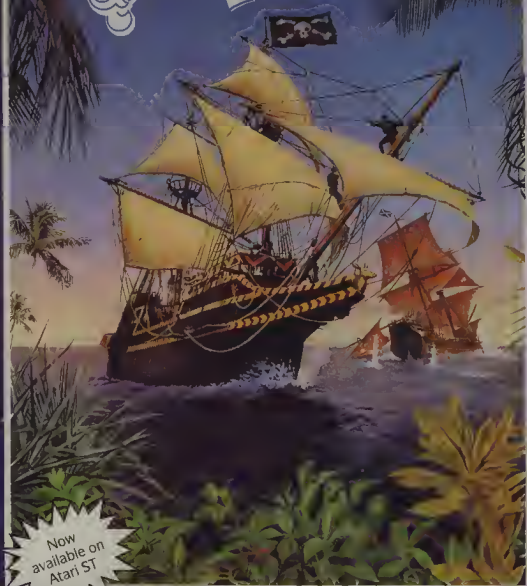


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# GAMES: SUMMER EDITION

BY EPYX/US GOLD

After an opening ceremony of Korean travelogue pictures, you're shown a map of the Olympic village with icons for each of the eight events placed in the relevant stadiums. Move a cursor over the event you want to practice or select a Yin-Yan symbol for the actual competition options (players/country selection, etc).

Velodrome cycling is viewed in 3D from behind two cyclists, one of whom is under joystick control. Wiggle like hell to build up speed, but if you're really

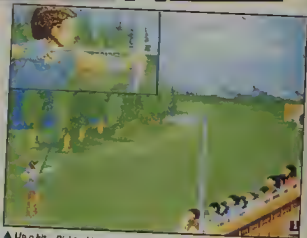
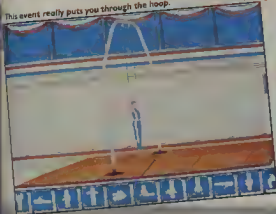
smart duck in behind the other cyclist, thus slipstreaming and saving a lot of energy until the time comes to make a break for the line.

The other track event is the 400m Hurdles. Again success is all down to the speed of wagging, though timing your leaps is also crucial if you don't want grazed shins.

In the Pole Vault you view your vaulter from the front. Speed him up by moving the joystick left and right in sync with his footfalls. Plant the pole correctly and over you go.

The other field event is the

This event really puts you through the hoop.



▲ Up a bit... Right a bit...

Hammer Throw. Wiggle the stick and your thrower twirls his equipment, then hit the button at the right moment and away it goes.

Archery entails setting the tension on the bowstring and aiming at the target, taking into account changeable wind direction. This is the easiest event, mainly because it's the only one that doesn't require any timing.

Diving is much more difficult. Set the tension of the board and off your fellow goes. Time his spring, then perform a dazzling mid-air contortion by selecting any of the 16 positions.

The last two events take place indoors. For top marks on the rings you should move from position to position in a graceful sequence, wagging at a certain speed to perform the move indicated by a flashing icon - the uneven parallel bars is similar, but you just push up or down to choose direction of motion and the on-screen Olga does the rest.

Being a bit of a non-sporty

type I didn't find swinging about on the bars in Games: Summer Edition as entertaining as, say, throwing frisbees in California Games or tossing cabers in World Games. Unlike other Epyx 'Games' it places quite an emphasis on joystick wagging, though I was pleased to see some fresh approaches to the traditional events such as the 3D views in the cycling and hurdles. Playing the archery and hammer throwing events reveals a load of neat little touches which really do make the game more interesting and enjoyable.

PAUL GLANCEY

## UPDATE

The 8 bit versions were released at the more appropriate time of last summer.

ST £24.99

Slightly weaker sound and graphics separate this from the Amiga version. It also comes on four disks rather than two, so playing is a little more awkward.

OVERALL 77%

AMIGA £24.99

GRAPHICS 77%

SOUND 85%

VALUE 78%

PLAYABILITY 77%

A simulation feel makes Games: Summer Edition slightly less playable than earlier Epyx 'Games', but should make it a winner among athletics fans.

OVERALL 79%

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# BUDGET

## STORM WARRIOR ENCORE



Apparently this is a previously unreleased game from the team who programmed *C64 Forgotten Worlds*. A couple of minutes at the joystick and you can tell why it was never previously released. The plot is the usual rubbish about a prince, armed with sword, who has to go to the palace of an evil witch queen to kill her and save the land.

What it amounts to is a fairly unintelligent horizontally scrolling slash 'em down set in a boring landscape of forests then castle corridors. The opponents are pretty unimaginative combatants, and all it takes is a few random stabs before they're history. Mark Cooksey's music is pleasant, but otherwise this game has few merits.

**C64 £1.99**

An unspectacular fighting quest which soon becomes boring.

**OVERALL 44%**



## ALIEN SYNDROME RAD

Last year's arcade conversion from *The Edge* re-released under their new cheapo label. Your ship has been infested by aliens, so a bomb has been set to destroy them and the ship. A load of your comrades have been slimed up by the aliens and you and a mate have to roam around releasing them, then get to the exit before the ship does the big firework.

In spirit, the conversions are accurate to the arcade game, featuring similar level layouts, aliens and extra weapons and some suitably gross boss monsters. They're all playable enough too, but they could all have been better. One fault which seems to plague all of

**C64 £1.99**

The graphics are a bit scrappy and the sound could have been better, but this is the fastest and most playable version.

**OVERALL 82%**

them, is the slow screen scroll. It can't keep up with the players so they can run to the edge of

**AMSTRAD £1.99**

Numerous graphical quirks such as being able to walk faster than bullets make this very confusing to play.

**OVERALL 51%**

**SPECTRUM £1.99**

Clear graphics, but loads of monsters makes it really tough to get anywhere.

**OVERALL 70%**

the screen and getlobbered by a monster that suddenly appears out of nowhere.

**ST £9.99**

Naturally the best graphically, and it even features (very hissy) speech. Suffers from scrolling problems but it's still quite playable.

**OVERALL 79%**

## SPOOKED PLAYERS PREMIER

**G**hostbusting is the name of the game in Spooked, which has you controlling a small bug-eyed person on a romp through a multi-screen platform-packed mansion. Dodge the skulls and spooks, then grab any frogs or bugs which are crawling around and chuck them into a cauldron to cook up spells for every occasion.

It's a neat combination of platforming and blasting, with a bit of Hangman thrown in. The action is fast, colourful and fun, and the graphics are really rather cute. There's even a scaremeter which indicates how the difficulty level increases when you're doing well. Definitely the best new budget release we've seen on the Spectrum this month.



**SPECTRUM £2.99**

A jolly little platform game with some very novel touches to set it apart from the crowd

**OVERALL 83%**

## KOKOTONI WILF ENCORE



**E**ncore is a historic first release which tried to cash in on Jet Set Willy's platforming collect 'em up craze, but didn't quite make it. What it entails is guiding the winged Wilf through unpinning multi-screen time zones, dodging dinosaurs with Alzheimer's Disease, Vikings on a pilgrimage, crazed pirates, etc. etc. and picking up cruciform mystery objects. Find them all and the time tunnel opens up to the next zone.

Wilf's graphics are feeble by today's standards, the music is spalling (a couple of non-tunes, and 'Consider Yourself' from the musical version of the Oliver film '77) backing the action), but the gameplay is strangely compelling. Fine control of wobbly Wilf is all it boils down to, but the scenic variety keeps you playing at least until level four when frustration forces you to eat the cassette.

**C64 £1.99**

Ancient and ugly, but surprisingly good fun for an ancient, ugly sort of platform game

**OVERALL 70%**

## CRYSTAL CASTLES KIXX

**A**n elderly conversion of an even more crusty Atari game, up which places you in the lunny skin of Bentley, a bouncy bear with a fetish for precious stones. Today Bentley's ambled into a witch's castle which is made-up of 18 3D mazes all littered with gems. Poor Bentley nearly wet his knicks in excitement

and before you can say 'THOU' is Bentley' The place is full of mad marbles/true spirits/shale (con)gum eases/bees. he's out there filling his pockets

On the Spec. um at least Crystal Castles is quite good fun but not at all difficult. mainly because it's a bit slow. The best that can be said about the graphics is that they're less, and there are a couple of beepyingles which pop up now and again. All in all not top, but a 'bear-able budget buy (yuk. yuk!)

**SPECTRUM £2.99**

A tidy arcade conversion, playable enough to keep you occupied for an hour or two.

**OVERALL 70%**

**C64 £2.99**

Murky (but very fast) graphics, nicer jingles and even the secret warps from the arcade game. Good fun.

**OVERALL 78%**



## SIGMA SEVEN ENCORE

**D**rifting towards us through the murky mists of time is this odd sort of spacey shoot 'em up/Pac-Man game. Briefly fight your way through squadrons of space meemies in an unmanoeuvrable spaceship, then guide a Hover-tank around a factory maze, sucking up blobs and dodging robots. After that there's a strange puzzle game to

keep you occupied.

The action throughout is displayed in a sort of ZX-spectacular 3D which looks quite nice, but means things jerk around slowly on the Spectrum and Amstrad versions. The Commodore version is a lot smoother and faster, though, and if it wasn't for the unexciting and frustrating gameplay, it would be alright. Unfortunately it just wasn't meant to be.



**C64 £1.99**

Passable music and graphics, but the only really good thing going for Sigma 7 is the price tag.

**OVERALL 55%**

**SPECTRUM £1.99**

Slower and quieter than its Commodore counterpart, and a more playable for it

**OVERALL 51%**

**AMSTRAD £1.99**

Nice music and some pretty colours, but this version is the slowest and jerkiest of the lot.

**OVERALL 49%**

# STUNT CAR RACER

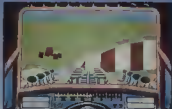
Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

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# BUDGET

## DEEP STRIKE ENCORE



Take to the red bar on and the high-flying Hun hordes in the dogfight simulation. From the cockpit of your Sopwith Whirlwind you command a squad of four aces on a bombing mission to a target in the north. On the way you have to gun down enemy planes and burgle balloons, but just because it says dogfight simulation on the packaging, don't expect to be able to dupe the Baron by flying out of the sun or even to lose him with an Immelman turn.

Deep Strike has style in the way of realism so it's really only a 3D shoot 'em up, and not a particularly good one. Things are very slow and the plane sprites/explosions/bullets often merge into a confusing mass, so it's difficult to tell exactly what's going on. Thrill-packed it isn't.

**C64 £1.99**

Quite simply, a slow, confusing, not very playable 3D shoot 'em up which barely justifies even this low price.

**OVERALL 46%**

## GREGORY LOSES HIS CLOCK MASTERTRONIC

One night, while a riddle-headed Gregory slept, an evil, ice-sucked, 11.57 AM clock sent another dimension. If he's going to wake up in time for school, he'll have to send his dreamy self to find it, and this is where you come in. Of course it's one of those games in which you have to cart objects from location to location on a hot bus here and drop ping a cheese sandwich there.

It's a Don Priestly adventure which like his earlier Priests Trap Door and Flashy features Clock User's best in date, and even if you didn't spring a timer for his earlier work, you'd have to be a bit of a stinger but not shell out three quid for this huge, colourful sprites. More variety makes Gregory loses his



**SPECTRUM £2.99**

An entertaining, colourful arcade adventure, difficult enough to keep you going for a month of Sundays.

**OVERALL 80%**

**AMSTRAD £2.99**

None of the Spectrum's attributes clash and all of its playability. Great stuff.

**OVERALL 85%**

## KENDO WARRIOR BYTEBACK

Grab your Kendo Sword and go for a run through a flip-screen enemy base. There's secret documents in them that offices, but nasty martial artists and large dogs don't want you to get them. There are also energy walls around which you can only pass through if your shield is charged up with the right sort of energy.

For the most part play seems to consist of running or rolling between recharging points smacking the bad guys around and that's about it. The combat isn't bad, which is lucky, because the find the useful objects to solve the puzzles' bit isn't very engrossing. Not bad for the price.



**C64 £2.99**

An OK sort of budget release, quite playable but a bit too boring to be really engrossing. Nice music though.

**OVERALL 65%**

**SPECTRUM £2.99**

Clearer graphics, but no more playable than the C64 version.

**OVERALL 67%**



## TURBO ESPRIT RENEORE

It's a 3D driving game, and it's a real head-turner. As you drive, the car's perspective shifts, giving you a sense of speed and direction. The game is set in a futuristic world, and the graphics are top-notch. The car's controls are simple, and the game is easy to play. The music is also quite good, and the overall experience is a real treat.

The game is a real head-turner, and it's a real treat. The car's controls are simple, and the game is easy to play. The music is also quite good, and the overall experience is a real treat. The game is a real head-turner, and it's a real treat. The car's controls are simple, and the game is easy to play. The music is also quite good, and the overall experience is a real treat.



<b>SPECTRUM £1.99</b>	<b>C64 £1.99</b>
Brilliant 3D driving game. Very atmospheric and addictive.	Absolutely ghastly conversion of the Spectrum original, retarded in every respect.
<b>OVERALL 87%</b>	<b>OVERALL 22%</b>

## COSMIC PIRATE BYTEBACK




The game is a real head-turner, and it's a real treat. The car's controls are simple, and the game is easy to play. The music is also quite good, and the overall experience is a real treat. The game is a real head-turner, and it's a real treat. The car's controls are simple, and the game is easy to play. The music is also quite good, and the overall experience is a real treat.

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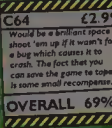
## COBRA PLAYERS

The fun you can have with helicopters, eh? In this game, you lift off in your whirly-bird and scroll around an underground base, blasting missile silos and alien attack waves, and picking up fuel drums and the odd extra gun. Knock out the enemy completely and you get to play 'Catch The Missile' with their secret weapon.

Getting that far is another matter, though, because all three versions are very tough. The missile-spitting ground emplacements are the real boogers because of the difficulty of aiming AGMs while your chopper is fighting the laws of gravity. Once you've mastered that it's quite addictive - but three quid is all it's worth.

<b>C64 £2.99</b>	
Smart music and shiny sprites, but a cramped playing area, makes it even harder to dodge aliens and missiles than the other versions.	
<b>OVERALL 59%</b>	

<b>AMSTRAD £2.99</b>	<b>SPECTRUM £2.99</b>
The prettiest of the lot, but a wee bit slower than the Spectrum version, so it's not quite so playable.	The fastest and most playable version, in spite of it having a bit of a wobbly chopper.
<b>OVERALL 66%</b>	<b>OVERALL 68%</b>

<b>C64 £2.99</b>	
Would be a brilliant space shoot 'em up if it wasn't for a bug which causes it to crash. The fact that you can save the game to tape is some small recompense.	
<b>OVERALL 69%</b>	

<b>SPECTRUM £2.99</b>	<b>OVERALL 39%</b>
Gameplay is the same as the C64 version, only slightly slower and with more blotchy graphics. The high-pitched warbly music will give you a headache, too.	

# ALTERED



▲ Fists of flame in wolfman mode.

# BEAST

BY ACTIVISION



▲ The zombies queue up for a bliffing.

In this conversion of the lantastic Sega coin-op you must negotiate the five horizontally scrolling levels which lead down to the Underworld where the evil arch-villain Nef is holding the beautiful Athena captive, disposing of the Dark One's army of undead warriors on your travels.

Every so often a pulsating creature appears on-screen when killed it emits a floating orb which gives extra fighting power when collected. Collecting three of these orbs on any one level disturbs your molecular structure, causing a transformation into a were-creature, including a

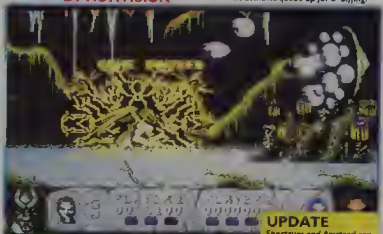
wolf, a dragon or bear. Each one possesses a powerful weapon with which to thwart the

▼ Zapping away in dragon form.



rampaging demonic onslaught.

Sorry, did I say rampaging? What I meant was slow, cumbersome and awkward. Control of your character is a chore due to the sluggish joystick response. The graphics are colourful and the sound is impressive, consisting of clear, crisp coin-op samples and accurate renditions of



### UPDATE

Spectrum and Amstrad conversions should be out by this time, both at £9.99. Spectrum version is expected to be monochrome, but the CPC *Altered Beast* should explode in a blaze of colour, with gameplay on both being similar to that of the C64 version.

the original tunes. But unfortunately, all the presentation in the world cannot make up for *Altered Beast*'s shortfall - it's slow to play and there aren't many levels.

Fans of the arcade game might glean some enjoyment from the action, but others might be disappointed by the lack of levels and slow gameplay.

PAUL RAND

**C64 £9.99**

A reasonably accurate conversion - try it out if you enjoyed it in the arcades.

**OVERALL 73%**

**ST £19.99**

Apart from a drop in some quality and inferior sideways scrolling, the ST version is exactly the same as its Amiga counterpart, and the same comments apply.

**OVERALL 68%**

**AMIGA £24.99**

**GRAPHICS 79%**

**SOUND 82%**

**VALUE 64%**

**PLAYABILITY 68%**

All the features of the arcade game, but the gameplay is slow and the controls are sluggish.

**OVERALL 69%**

# ALTERED BEAST

**Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena from the cunning clutches of Nell, evil Lord of the Underworld.**

Even from the grave, you are presented with Supernatural powers beyond this world! Collect the 'mystical' spirit balls and transform into an awesome array of creatures - as Steppenwolf, punch and kick harder than ever before as WereWolf and Write-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad bearish!

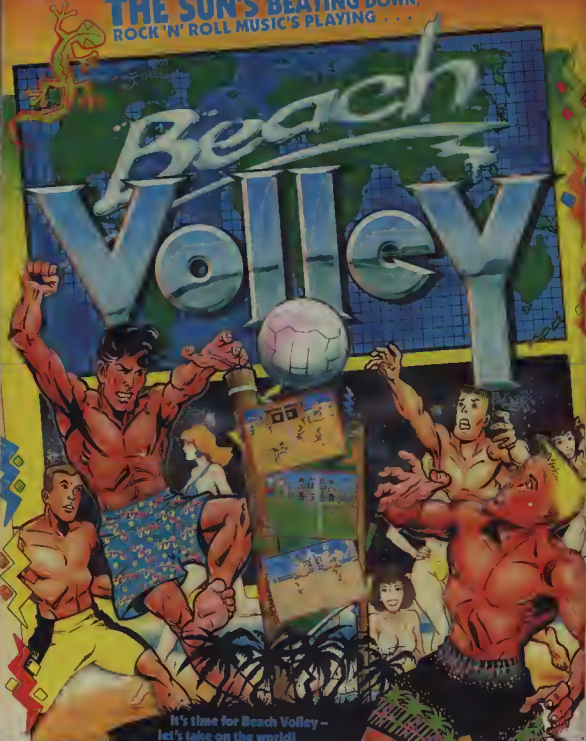
You hear the distant cries of the beautiful  
 Adonis and as the tremors of the Underworld  
 tighten their grasp, the beast within  
 — to lace —



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SPECTRUM COMMODORE

CASSETTE

ocean

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How would you like to win £100 worth of red-hot brand spanking new software for you machine? Well, we've got TEN such prizes! What you have to do to stand a chance of winning one of these tremendous prizes is answer the following questions. They're not difficult at all - that's because they're all about yourself and what you think of the magazine. We'll be using the questionnaires to improve the magazine the way YOU want, so C+VG will get even better! When you've completed all the questions, pop them in an envelope and send it off to QUESTIONNAIRE COMP, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Make sure you get your form in before November 31 - after that we'll be sorting them out, and the first ten out of the bag will win their senders £100 worth of software for their computer!

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 PC COMPATIBLE ☐  
 PC ENGINE ☐  
 SEGA ☐  
 SPECTRUM ☐  
 OTHER (PLEASE STATE) ☐

## THE MAGAZINE

HOW MANY OF THE LAST 12 ISSUES OF C+VG HAVE YOU BOUGHT 6

HOW MANY PEOPLE READ YOUR COPY OF C+VG 5

## WHAT MACHINE(S) DO YOU OWN

AMIGA ☐  
 AMSTRAD ☐  
 ATARI ST ☐  
 C64 ☐  
 MEGADRIVE ☐  
 NINTENDO ☐  
 PC COMPATIBLE ☐  
 PC ENGINE ☐  
 SEGA ☐  
 SPECTRUM ☐  
 OTHER (PLEASE STATE) ☐

## HOW MUCH DO YOU SPEND ON COMPUTER GAMES PER WEEK

£1-5 ☐  
 £6-10 ☐  
 £10-15 ☐  
 £15-25 ☐  
 £25+ ☐

## HOW MANY GAMES DO YOU BUY PER MONTH

WHAT ARE YOUR FAVOURITE TYPES OF GAMES (TICK AS MANY BOXES AS YOU LIKE)

ARCADE CONVERSIONS ☒  
 FILM TIE-INS ☐  
 SHOOT 'EM UPS ☒  
 BEAT 'EM UPS ☐  
 ARCADE ADVENTURES ☐  
 TEXT ADVENTURES ☐  
 ROLE PLAYING GAMES ☒  
 SPORTS GAMES ☒  
 SIMULATIONS ☒

## PLEASE MARK THE FOLLOWING MAGAZINE SECTIONS OUT OF 10 (1=VERY BAD 10=BRILLIANT)

ADVENTURE ☐  
 ARCADE ACTION ☐  
 BUDGET ROUND-UP ☐  
 BUG REPORT ☐  
 CHARTS ☐  
 COMPETITIONS ☐  
 HIGHSCORES ☐  
 MAILBAG ☐  
 MEAN MACHINES ☐  
 MONEY-OFF VOUCHERS ☐  
 NEWS ☐  
 NEXT MONTH ☐  
 PLAYMASTERS TIPS ☐  
 PREVIEWS ☐  
 REVIEWS ☐

## WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS

AMIGA ☐  
 AMSTRAD ☐  
 ATARI ST ☐  
 C64 ☐  
 MEGADRIVE ☐

## IS THE TEXT IN THE REVIEW (TICK A BOX)

TOO LONG ☐  
 TOO SHORT ☐  
 JUST RIGHT ☒

# C+VG QUESTIONNAIRE

## DO YOU AGREE WITH C+VG REVIEW MARKS (TICK A BOX)

OFTEN ... ☐  
 MOST OF THE TIME ... ☒  
 NEVER ... ☐

## ARE THE SCREEN SHOTS

TOO FEW ... ☒  
 TOO MANY ... ☐  
 JUST RIGHT ... ☐

## HAS THE MAGAZINE NOTICEABLY IMPROVED OVER THE LAST SIX MONTHS?

YES ... ☒  
 NO ... ☐

## WOULD YOU LIKE TO SEE A SECOND REVIEWER'S COMMENT ON A REVIEW

YES ... ☒  
 NO ... ☐

## IS THE RATING SYSTEM

GOOD ... ☐  
 BAD ... ☐  
 REASONABLE ... ☒

## WOULD YOU LIKE TO SEE OTHER RATINGS? IF YES, WHAT?

DIFFERENT PEOPLE'S THOUGHTS WHO USE DIFFERENT RANKS

## ARE THERE ANY CHANGES YOU'D LIKE TO SEE MADE TO THE REVIEWS? IF YES, WHAT?

DIFF. OF THEM

## ARE C+VG COVERS

GREAT ... ☐  
 ALRIGHT ... ☒  
 BAD ... ☐

## WOULD YOU LIKE TO SEE THE FOLLOWING FEATURES IN C+VG?

### SPECIAL ARCADE TIPS

YES ... ☒  
 NO ... ☐

### FEATURES ON PROGRAMMERS/SOFTWARE HOUSES

YES ... ☒  
 NO ... ☐

### A SPECIAL TWO-PAGE IN-DEPTH PREVIEW ON A NEW GAME

YES ... ☒  
 NO ... ☐

### VIDEO REVIEWS

YES ... ☐  
 NO ... ☒

### C+VG POSTER MAGS (LIKE THE MEAN MACHINES/BOMBER MEGAMAG)

YES ... ☒  
 NO ... ☐

### ARE THERE ANY OTHER THINGS YOU'D LIKE TO SEE IN C+VG

COVER TIPS + BARS  
 150000 SPARK TR

## WHAT DO YOU THINK OF THE C+VG HOLOPREVIEWS

BRILLIANT ... ☐  
 ALRIGHT ... ☒  
 POOR ... ☐

## WHAT OTHER MAGS DO YOU READ

ACE ... ☐  
 AMIGA ACTION ... ☐  
 AMIGA COMPUTING ... ☐  
 AMIGA FORMAT ... ☐  
 ATARI ST USER ... ☐  
 COMMODORE USER ... ☐  
 CRASH ... ☐  
 NEW COMPUTER EXPRESS ... ☐  
 POP COMPUTING WEEKLY ... ☐  
 ST ACTION ... ☐  
 ST FORMAT ... ☐  
 THE GAMES MACHINE ... ☐  
 ZZAP! 64 ... ☐

## OTHERS (PLEASE STATE)

SEMLAIR USER + MAIL SEMBLAIR

## VIDEOS

### HOW MANY VIDEOS DO YOU BUY A MONTH

0

### HOW MANY VIDEOS DO YOU RENT A MONTH

15X14

### WHAT ARE YOUR THREE FAVOURITE FILMS/VIDEOS

TAP 286 FOOT  
 4 PAGE BOOK  
 JEWEL OF THE NILE





### MIDWINTER

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Combining a truly stunning 3 dimensional landscape

with plenty of action features, Midwinter, nevertheless, needs a great deal of strategy and guile in order for your forces of the FVPP to survive and defeat the invading forces.

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Rainbird - Masters of Strategy.

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Yes indeed, courtesy of Image-works, we've not only got ten copies of the completely wonderful shoot 'em up to give away to ten lucky 16 bitters, we've also got some rather chic Xenon II T-shirts, guaranteed to make any bod more attractive to members of the opposite sex\*. Just dial the number, follow the instructions and you could be the grooviest Amiga or ST owner on the block!  
\* Not altogether true

---

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# POWER DRIFT



*IN POLE POSITION...*

**SEGA**  **ACTIVISION**

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  - Motor bike crews attempt to run him over without hesitation
- "Vigilante bears an astonishing resemblance to its arcade parent" ST Format

Crash 86%  
C & VG 81%



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#### The New Zealand Story from Ocean

Fun from down under that will have you standing on your head

Wally Walrus has captured his tea-20 of Joey Kiwi's friends from the New Zealand zoo and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game and the difficulty tuning has been set just right.

Arrive Format 94%



#### New Zealand Story

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2

### Indiana Jones The Last Crusade from US Gold

Relive the greatest action scenes from the greatest movie of all

The game is played on four action packed levels and will become of the classic two list-ed arcade games

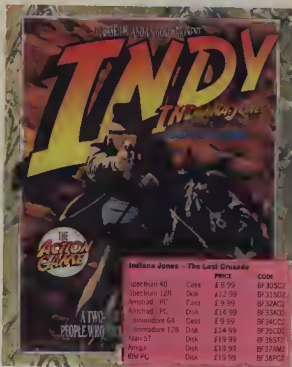
You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched

● A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software

● An added feature of a Whip allows Indy to capture and hold on to all objects

"The graphics are superb, this is one of the best US Gold games to date"

ST Format 90%



#### Indiana Jones - The Last Crusade

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4

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CVG 11/89

# REVIEW

► PC

# TANK PLATOON

BY MICROPROSE

After putting you at the controls of every other bit of military hardware in the American armed forces, Microprose have finally applied their computer simulation technology to a tank, namely the US Army's M1 Abrams. Not surprisingly for a Microprose game, this Abrams is stationed somewhere along the Eastern front, waiting for the Red Army to rampage over the hill (exactly where, and against which part of the Red Army is decided by your choice of mission difficulty).

Unlike some of Microprose's other games, playing Tank isn't just a matter of whizzing about popping off cannon rounds at anything that trundles past. M1



▼ The platoon forms a column on the road east.

▲ The gunner's view. Don't shoot him - he's on your side!



Tank Platoon is a much more thoughtful game than, say, F-15 Strike Eagle II, and consequently the gameplay is about 40% action to 60% strategy. For a start you command a platoon of four tanks, which have to interact with friendly gunnery, other tank platoons and reconnaissance helicopters. Each of the four tanks has a crew of four - a commander, a driver, a gunner and a loader, each of whom are rated to indicate their competence when under computer control. The guys start off with



## C+VG HIT!

ratings like "inept" and "poor", but you can take over the position of, say, an inept gunner at any time, viewing the action through his eyes.

When you do go down onto the battlefield like this you get a 3D filled vector graphics view of the landscape, which is rather cruder in definition than, say, Bomber, but on a VGA PC it's pretty as well as being functional. As I said, though, Tank is more tactics than action, so for the most part you direct your forces on an overhead map view.

You issue orders to the platoon from your lead tank using a cursor to highlight objects. As commander you can get your boys to take up different formations, advance, back up, turn to face a certain landmark or vehicle, advance to a spot, engage (turn the turret) to different directions and fire at will (look out for enemy artillery and shoot it).

▲ Getting the drop on an enemy BTR 70.

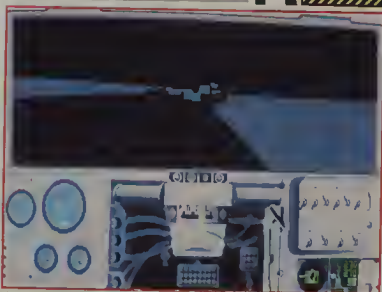
As far as weaponry goes, the tanks have laser rangefinding and night vision systems and armour-piercing, HEAT and coax shells to load into the main gun. If you take the commander's position, you can also stick your head out of the hatch and use a turret-mounted machine gun.

While you're playing Tank Platoon you get that same old Microprose feeling of really being there and it's obvious that the game is technically very competent. You have to admire the game because it is an excellent

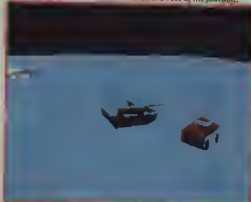
simulation, but be warned that it's a lot more complicated to play than any of their other simulations. Whereas most arcade game players could get on well with the likes of F-15 II just by

### UPDATE

Microprose's programmers are currently working on the ST and Amiga versions of F-19 Stealth Fighter, but as soon as they've finished, their next projects are conversions of M1 Tank Platoon. More news when we receive it.



▲ The driver turns his tank towards the rest of his platoon.



roaring through the blue and letting rip with a couple of Sidewinders, Tank Platoon's emphasis on tactics, its mass of control keys (over 100!) and its constant flipping between tank crews and map screens requires intense concentration, even during the easier assignments.

I can't really fault M1 Tank Platoon as it's definitely Microprose's most comprehensive simulation yet, but strategy/simulation buffs are going to enjoy it a lot more than your average gamer.

PAUL GLANCEY

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GRAPHICS	87%
SOUND	56%
VALUE	80%
PLAYABILITY	84%

Technically Microprose's best yet, but the slower and more complicated tactical gameplay makes Tank Platoon less attractive to the casual gamer than the blast-zoom action of the flight sims.

OVERALL 87%

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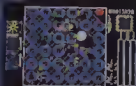
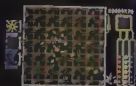
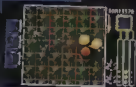
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# QUARTZ

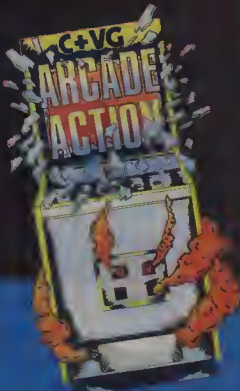


Quartz is a top-down action game set in a futuristic world. You play as a character who can move, jump, and shoot. The game features a variety of enemies and power-ups. The objective is to defeat all enemies and reach the end of the level. The game is played on a grid-based map.

Quartz is a top-down action game set in a futuristic world. You play as a character who can move, jump, and shoot. The game features a variety of enemies and power-ups. The objective is to defeat all enemies and reach the end of the level. The game is played on a grid-based map.



## ► ARCADE ACTION



### FOUR TRAX

Imagine a twin-monitor game like Final Lap, but instead of seats to sit on, you've got a pair of Quad Motorcycles which vibrate and buck as you ride around the track.

This is dirt track racing, in which you can play either a solo game, or with another player and challenge a pair of computer riders.

Wait for a green light, then twist the throttle and you're away. Change into high gear and slide around the first bend - and get prepared for a bumpy ride as the motorbike between your legs starts to vibrate and move!

There are hills and

plenty of rough ground to tackle (your bike goes bonkers here), and getting to the checkpoint before the time limit runs out is tough - and beating the computer riders tougher still.

Featuring big cartoon-style graphics and those wild 'n' wacky moving motorbike seats, Four Trax is an exciting and thrilling ride which is best appreciated when you're racing with a friend. Try it out if you're sick of car racing games.

GRAPHICS	85%
SOUND	79%
VALUE	86%
PLAYABILITY	87%
<b>OVERALL</b>	<b>89%</b>

### STREET SMART

Fighting games are still in! Last month we had Violence Fight - this month it's Street Smart.

One or two players can square up in this one-on-one combat game, which features a wide variety of wrestling and karate moves. The controls seem confusing at first, but with a bit of practice you can thump the hell out of the baddies.

The best tactic is to get close to your opponent and knock him about a bit, then go in for the kill with a drop

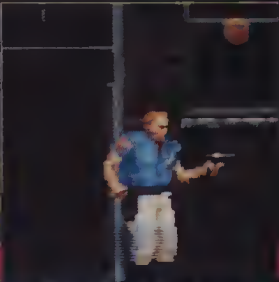
kick, low punch or even a stranglehold.

As you progress through the game, the baddies get bigger and tougher, and you certainly have to fight for your life if you're going to defeat them.

Street Smart isn't quite as much fun as Violence Fight, but is still well worth playing.

GRAPHICS	84%
SOUND	81%
VALUE	79%
PLAYABILITY	81%

**OVERALL 80%**



OP QUEEN -

BANK



## CYBER POLICE

Sega's Cyber Police is a Scores between Robocop and NARC, but doesn't quite have the flair of either.

Armed with a gun, you've got to fight your way along the horizontally scrolling backdrop, blast-

ing the baddies and picking up the extra weapons before you confront the end-of-level guardian. He's a big and violent fellow, and requires a load of blasting before you can apprehend him.

Another two levels of similar action have to be endured before you become a fully-fledged member of the Cyber Police - you get a

heavy metal suit and a cannon for your right arm, and can do some serious damage to the hordes of criminals. But watch you don't sustain too many hits, or the armour will wear away, leaving you very exposed!

The graphics and sound are standard fare, and although the action is fast and furious, Cyber Police is only worth playing if you're

bored of Robocop and NARC.

GRAPHICS	73%
SOUND	78%
VALUE	71%
PLAYABILITY	76%
OVERALL	76%





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...of this...  
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GRAPHICS	79%
SOUND	81%
VALUE	76%
PLAYABILITY	80%
OVERALL	79%



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# COIN-OP

Las Vegas! A city of 750,000 people stuck in the middle of a desert, surrounded by mountains, sand, sand and more sand. Americans go there to gamble. C+VG flew out to visit one of the worlds largest video game exhibitions, the AMOA Show held at the Hilton Pavilion. John Cook has the story.

Every kind of amusement machine operator and manufacturer was there, from multi-national giants like Sega, to a one-man band who was trying to promote a video game you controlled... by standing on a wind-up surf board! Extra realism could be obtained by having a male throw buckets of salt water over you during the proceedings interesting stuff or what?

But it's big business. This coin-operated stuff, y'know. How much get dumped in the coin slots of the USA every year? An estimated seven billion dollars or around 4.5 billion pounds. That's how much. Video games and pinball take up about \$5.5 billion of that, which equals to about, say 15 billion goes, which equals about 60 games per year for every man, woman, woman and child in America. Golly - no wonder some of the exhibitors looked so serious.

## SEGA WHOPPA

Most serious of all about the coin op business has to be Sega and they had several acres of space on the show floor, mostly devoted to a new series of Super Monaco Grand Prix. Didn't we say that SMGP was tab - and the only



thing that could make it better was to link the machines together. Someone must have been thinking, SMGP machines can now be linked together - up to 8 of them - and you race against each other! Wow maaaaannnn! C+VG hereby announce multi-player SMGP as the most wonderful group sensory experience since Crystal Palace last won at home.

It's the same game essentially, of course, with you first qualifying for a position on the grid, then racing around the full Monaco circuit. But this time you have other human beings who, being other human beings, tend to pull nutter-like stunts such as standing on the brakes when you are right up behind them. Blami! You're written off, they go along their own sweet way,

laughing hysterically. Ho hum!

Sega was also showing an utterly wonderful golf game based on the System 24 cabinet. Called World Masters Golf, this is certainly the best of the hundreds of golf games that seemed to litter the exhibition. Watch the home rights to this get positively eaten up! I've a feeling that Sega were saving something really special up for the show to be held in Tokyo in a couple of weeks - watch this space for more details.

Another Japanese manufacturer that was probably keeping something back was Capcom. With UN Squadron, the latest release on show, along with virtually every other CP System game, there was a bit of a lack of excitement. Boring, boring - specifically as UN Squadron is barely as stimulating and inviting as slipping into a five-year coma.





# CITY

## ATARI STUNNA

Atari Games were on home ground, however, and pulling out all the stops with a brand new 3D polygon game called STUN Runner. This one has you flying a Speeder along 3D tunnels, roller coasters and starcapes. Faster than any other 3D poly game around, it's a real treat to get your hands on. Expect a full review herein jolly soon.

Lesser games on shows by them were Escape from the Planet of the Robot Monsters and a new version of Cyberball - 'cos the poor old American consumers found the first one a bit too complicated.

Nemco were nipping a bit of the Atari stand showing off Four Trax (see the review this issue) with double units linked together. Fun game. There was what might be called a Teles variant on show at the American Technoec stand, called Block Out. Simply enough, it's a full 3D kind of Tetris game, with you looking down from the top of the cube and able to rotate the shapes in the x, y and z axes. Probably the most innovative game of the show, which unexpectedly had the hardened operators queuing up to play it.

Whatever has happened to Taito? Has it gone bankrupt? A huge stand - but if the best thing that it had was Night Striker then maybe it ought to take up basket weaving or something. Certainly its new puzzle game, Plotting, can honestly be re-named as "The Pits". Still, a behind-the-scenes natter with a Taito executive was





# COIN-OP CITY

gested the better things are on the way. Like follow ups to certain amazingly successful driving games. Can't wait to play them.

Jaleco has always been a bit of a low-key company - but have moved up this year with Big Run. A rally driving game - again you can link 'em up to each other - it looked fun, if a tad unoriginal.

## X-TYPE

One of our favourite smaller companies is Irem. It's been producing a series of unspectacular but very playable PCB's, the last of which was Dragon Breed. Now there's an even better one called X-Multiply. OK, so it's horizontal scroller. A cruel type could even claim it was a Nemesis variant. But it's incredibly addictive and will have you whopping the dosh down the coin slot faster than the treasury can keep up. Other highlights? Data East had a newbie called Midnight Resistance which looks like fun and in the 'how the hell can they get that many sprites moving on a screen, even though they are a bit on the small side' dept, Task Force Harner (produced by the same guys who did Omega Fighter) was jolly good. And Konami's SPY revealed a pleasant surprise - a section with a different perspective than the first few screens and better playability.



## PC ENGINE COIN-OP

The big surprise stuff, though, was how the PC Engine has turned up inside a normal coin-op cabinet!

Change the game, all you have to do is slot in a new data cartridge - price \$200, compared to \$800 for a game board using normal technology and you've got an arcade machine. And PC Engine games don't half look good on 26" monitors.



## PINBALL

Pinball is pretty thin on the ground in the UK, but it accounts for almost half of the coin op revenue in the States, and there were some great new games on show.

ABC Monday Night Football [the same as Match of the Day over here] was a great celebration of American Football and superlative table design. We can barely control the withdrawal symptoms until it comes over here.

Bone Busters from Gottlieb was a left too, together with a new Williams table called Police Force, which is the first pin table to have a moving police car under the glass. Gosh.

My favourite had to be Elvra and



the Party Monsters from Bally. Endorsed by the woman in black with the most improbable chest in the history of womankind, it's playable, challenging and fun. Go, go, go and try and play it at the first possible instance. And don't press both flipper buttons at once, OK?

Finally, there were a whole variety of improbable and silly stuff which proliferates in the USA. Electronic Darts? Basketball machines. Fake driving ranges. Kiddie rides galore. Luv 'em. The good, the bad, the ugly, the unusual, the lucrative, the doing, the unexpected - they were all there at AMOA 89 with one thing in common - the punters won't get a squeak out of them until they insert some currency. Vids. What would we do without them?



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## RED *hot* TAPE

US technology is transforming the humble video tape recorder into a  
interactive gamas system. Find  
out more on page 35...

...the latest games, including  
ette and The Untouchables;

David Braben  
on Elite 2; and  
a maniac's  
guide to  
16-bit racing  
time





Okay adventure freaks! Here's the column for you. Keith Campbell has loads of adventurey stuff - read on and see...

# AD



## SIERRA FEAST

There's a feast in store for Sierra fans in the next few months! New adventures currently scheduled for release between now and April include *Manhunter* - San Francisco, *Leisure Suit Larry 3*, *Hero's Quest*, *Conquest Of Camelot*, *Ice Man*, and *The Colonel's Begnest*. Of the three formats to be released in the UK - IBM, ST, and Amiga - only the IBM and ST versions are all scheduled for this side of April. Amiga owners are likely to see only outstanding versions of titles already out on ST and IBM, plus *Manhunter*.

"I am mad on Sierra adventure games," writes Andrew Webber of Orpington, so this news should please him. The only trouble is, Andrew has an Apple IIGS, for which he has acquired all current titles available for that machine direct from the USA. Does anyone know of a reliable source of Apple versions of Sierra games in the UK?

Another Sierra fan is Ingrid Dnjardin who lives in Belgium. He would like a pen-friend to correspond with about the games, so if 3D adventures are your thing, why not drop him a line at: Graaf de Sint de Naeyerlaan 23, 8500 Kortrijk, Belgium.

Talking of pen-friends, some months ago I put William Hern and Adrian Daffy in touch with each other, to talk about a game called *Universe II*. They swapped information on the game, and on its predecessor *Universe I*. Now William, after two and a half years of playing *Universe II*, has finally completed it, and the ending promises a sequel! "Omni-trend are still around, but I do not know whether they have yet written *Universe III*," writes William, but II

was so good that William adds: "If they have I MUST BUY A COPY!"

Dream Zone, reviewed some months ago on the Amiga, is now available on the ST. But Dominick Hardy of Barmouth, is having trouble getting the receipt for the corpse of the man he shot in the DTI building. It seems the dying man doesn't mention it, as he did on the Amiga. And Dominick can get out of the building without it. Are the two versions different, or is Dominick, perhaps, shooting the wrong man?

Who can help Finn Rosenlov of Espergaerde in Denmark? He can't get past a giant snake in Azarok's tomb, and he has a number of prob-



# ADVENTURE



lems in King's Quest I. How can he become small enough to enter the elf's house? What should he do with the bird and the golden egg? How can he get hold of a mushroom?

Sitting in the Seat Of Power is quite an achievement in Worm In Paradise, but John McCann of Wakefield is unable to survive the experience. And to complete the game, that is exactly what he must do! But, cunning as ever, Level 9's hint sheet seems to be one hint too short.

If you found yourself in a cell in the company of a venomous statue, what would you do? That is one of the questions asked by Venom player Richard Jameson of

Banffshire. Richard would also like to know how to open the door behind the tapestry in the council room, and what use is food, the arrowhead, the cowl, and the tong?

And finally, news of two new adventure magazines. First, SynTax, a disk magazine for ST owners. Edited by Sue Medley and John Barnsley, SynTax is published bi-monthly. Pages are accessed by mouse-driven menu, revealing reviews, hints and tips, solutions, and even screen shots from commercial games. Price is 3.50 (UK and Europe) or 5.25 (outside mainland Europe) from Sue Medley at 9 Warwick Road, Sudcup, Kent DA14 6LJ.

Adventure Coder is a new conventional fanzine printed in half-A4 size, devoted to those whose interests lie in writing adventure games. A review of GAC's, technical tips for using the PAW, machine coding (Z80) and adventure, and miscellaneous articles go to make up the first issue. Edited by Christopher Hester, Coder is available per issue/annually at 1/12 (UK), 1/75/21 (Europe, Eire, and rest of world surface), and 2/25/27 (rest of world airmail), from C. Hester, 3 West Lane, Basildon, near Shipley, West Yorkshire BD15 5HD.

## MONEY BACK FROM ACL?

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from

as many people affected as possible.

I have undertaken to pass on to Allan the details of all such C+VG and CU readers. So if you are out of pocket since Henry Mueller did a runner, send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to the Helpline. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress!

## ROLE CALL

Patrick Halm of Gouda, Netherlands, has gone quite a long way in Pool Of Radiance, and now has to destroy the kobold colony. Trouble is, he can't find it! Nor can he find the vampire in the graveyard. Can anyone help?

The Bard's Tales continue to both entertain and frustrate. Lars Wegmann, of Slagelse (in Denmark, is languishing in the ice keep of Gelidra, in Bard's Tale III. Can anyone tell him what to do? There were numerous questions this month on the subject of Bard's Tale I, and some of the

answers are provided in the A-Z clues section. Maps and a complete solution were also requested. Although I aim to answer each letter personally with as much help as I can give, I am unable to send out complete solutions or maps: nor will I provide details that are included in the packa-

ging. This applies to all games, adventure and RPG.

## HOME GROWN

Three adventures on one disk are offered for the Atari ST by River Software.

The Domes Of Sha concerns the sole tribe remaining on the planet Olaxas following a great war many years ago. They live in the Sha valley, the only fertile area left on the planet. Although they know their planet is dying, they are gripped with a dread fear of leaving, and their Elders await a leader to show the way. Then you come along, complete with your pet mugrat, Grunt.

A fairly routine adventure, this, with a collection of some rather nondescript locations.

The Hammer Of Grimmold is the second adventure in this package, in which Grimmold, King of the Dwarves, charges you with recovering the Hammer, symbol of health and virility. It seems it has been stolen by evil magician Valk, and secreted in his impregnable citadel.

Despite the lack of originality in its intro, this is an interesting game to play, with a few nice clues given in the text, and some neat puzzles. It will take a while, though, to forgive the only safe command to use to leave the inn. You must type QUIT - any other wording gets you killed, an entirely unnecessary and illogical piece of nonsense!

Finally, Mutant is set on a south sea isle, some twenty years after the bomb has been tested. There have been reports of a strange creature in the mountains. His hideous cries have been heard, but he has never been seen. You are there to track him down. Unfortunately this adventure

# CLUES

# A

did not perform too well right from the start, when I tried to connect the battery of an abandoned Land Rover. The first time around the spark burnt a map. Trying again, I tried to locate the map first, without success. Next time around, an oily rag I was holding caught fire and burned guttily, but was not in my inventory, nor could I do a thing with it. In fact, it later turned out that the oily rag was in the Land Rover itself.

In their STAC conversion from the Spectrum, advantage has not been taken to enhance these adventures on 16 bit - which is a pity. But still, it's not a bad buy for three games at £9.50, available from River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced 3.50

## A - Z CLUES

### JOURNEY

(With thanks to Paul Hardy of Sheffield)

**FIRST JUNCTION:** Send Minar to scout, and then take the right hand path  
**FOREST FIRE:** If Praxix has enough Water Essence for five or six spells, he should cast Rain to extinguish the fire

**GOLD:** Keep looking in the river. When Tag is in danger of being swept away by the flood, Praxix should cast Elevation on him.

**HERMIT:** Someone should look around on entering his hut, then you should tell the truth

**HORROR IN TUNNELS:** Praxix should cast Tremor Spell when alone.

### IDENTICAL CHAMBERS:

If stuck here in the Dwarf's Dungeon, Praxix should cast Flare, go up, and cast Elevation at Hurth.

**MAP:** Buy it in Webba's, and then try to sell it back to him. Cast the Glow Spell when you are able, and then examine it when you are over the river.

**MINAR:** Enrol his help in the tavern. He will be invaluable when he scouts the local countryside.

**NIGHTFANG:** When one of the party is injured, all characters except Tag should return immediately. Tag should go along the Stream Path

**NYMPHS' AMULET:** Go to the Smelly Pool and take the torch, then go to the Treasury and take the amulet. Proceed and drop it in the pool. Then go back to the Smelly Pool, dive in, and get it

**ORCS IN CAVERN:** Before you attack them, Praxix should cast his Mud Spell on them, and Hurth should go to attack their flank.

**ORCS IN TUNNEL:** Praxix should first cast the Tremor Spell. When they come towards him, he should cast Elevation on himself

**RIVER AND WATERFALL:** Build raft as high upstream as you can, and then keep crossing the river to survive the waterfall.

**STAFF:** Cast the Glow Spell on it so you may travel in dark places

**WOMAN BY RIVER:** Tag should stay hidden and then approach. He should examine the woman, approach, speak to her, speak to elf, speak Elvish, TAG: LA, BRAN: AGRITH.

# Z



### BARD'S TALE I

(With thanks to Alfredo Prochet of Turin)

**DAYBLADE:** Makes light when used in dark dungeons  
**PUREBLADE:** Very strong, but can be used only by warriors

**ROGUE:** Main usefulness is his ability to hide in the shadows

**SEWERS:** To enter, order and drink some wine in the only inn that sells it, and look around in the cellar.

**TOWERS:** Place an eye in the Mad God to enter the first tower. Open the gate in the sewers with the master key found in the first tower, to enter the second tower.

### CLUES OF THE MONTH

**DEJA VU II:** Gamble with Rudy Kowalski after showing

him the clipping. Cash in and go when Rudy leaves the table

**GOLD RUSH:** Look between the boards in the house on the park. Buy vegetables and citrus fruit to take on the journey, and watch out for mosquitoes in Panama!

**INGRID'S BACK:** Flood Soggybottom field where the steamroller is there, to distract the crew. When they have left, put a loaf of bread down the chimney.

**KING'S QUEST IV:** You must visit the whale before you can get the bridle!

**SPACE QUEST III:** To escape the garbage freighter, you need a motivator and reactor to power the wrecked craft. If you're missing the reactor after a punch up, the rats have re-possessed it!  
**WOLFMAN:** Water the weed and return to let nature work...

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# MEAN MACHINES

## WANTED

BY NICKY...

NO. 1 LIGHT PHASER

▼ The shooting gallery.

...ways with their guns brandished. Even worse than this, some of them just idle along the street looking innocent, and then suddenly pull a gun on you!

Fortunately your Light Phaser has an unlimited supply of light lead, and you can go in with your gun blazing. And you certainly have to, because there's a whole army of baddies, and their shots drain your energy meter alarmingly if they're not dealt with swiftly.

And if that isn't enough, there are also innocent bystanders to watch out for—blasting those results in more energy reduction. You've got your work cut out for sure.

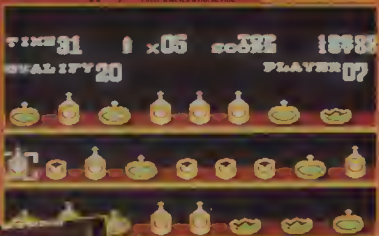
If you survive the first level stroll through town, you meet a gang chief in a showdown. Fill him full of lead before he does for you.

After that it's a horse ride

**H**oo-weee! There's trouble in them thar hills. Some good-fer-nuthin' low-down skunks have been a stirrin' up trouble and a whoopin' it up in downtown Tombstone, terrorizing the population and a-stealin' and a-pillagin'.

The low-down tin-horn sheriff has turned chicken and run away, and you're the town's only hope. Anyway, there's a reward if you succeed in ridding the town of the evil critters. So shove your Light Phaser into your holster and get ready to ride into town.

At first the town seems empty, but villains are soon leaning out of windows, popping up from behind barrels and out of



▲ Go fer yer iron!

through the desert, with baddies riding past. Blast 'em or you're dead.

The action continues in a similar vein, with levels getting tougher and tougher. You've certainly got to be quick on the draw if you're going to survive.

If you're a Light Phaser owner, Wanted is highly recommended—it's an enjoyable game, and is challenging enough to keep you playing for weeks. But I wouldn't go out and buy a Light Phaser just for it.

**JULIAN RIGNALL**

SEGA £24.95

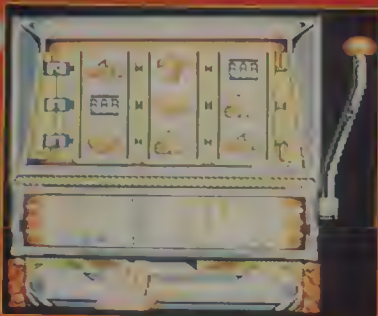
GRAPHICS 78%  
SOUND 68%  
VALUE 70%  
PLAYABILITY 79%

An enjoyable Operation Wolf style game with cowboys instead of soldiers. If you've got a Light Phaser, this one's for you.

OVERALL 78%



▲ Waste those desert scum.



▲ A lucky gambler collects his winnings.

# CASINO GAMES

Are you the kind of geezer who just can't lose? Do people come up to you and say, "You're the 100th person I've met today - please accept this big wad of dosh?" If so, Casino Games will probably provide you with hours of fun and fortune.

On arriving at the gambling house, you're asked to enter your sex and name, and are then given \$500 from your account. At any stage thereafter you can put your winnings back into this account - in effect, saving the game position. Go bankrupt, however, and you'll end up walking the streets.

There are three basic games to choose from: cards, slot machine and pinball. Pinball isn't really a gambling game, more a release from spending money elsewhere. It can be good fun, but there aren't enough extras to make it worthwhile in the long run: no multi-ball, no great bonus system. In fact, there's nothing much that the modern pinball player would find exciting.

There are three kinds of card game: poker, blackjack (pontoon) and baccarat. Poker is



▲ A dull pinball.

played against one of four opponents - Nancy, Janet, Dick and Charley - each of whom has an individual playing style (ie computer difficulty level). All these games allow flexible betting and are entirely random.

The slot machine is a 70s-style one armed bandit, so it doesn't have any hold or nudge feature and no wobbly flashing lights or sub-games. You can vary the bets (from \$1 to \$100), but it soon becomes monotonous.

nous.

In fact, this is true of the game. The graphics and sound are nice enough, it only functional, but the game lacks variety. There's no roulette or dice to help spice things

SEGA 124.95	
GRAPHICS	77%
SOUND	71%
VALUE	42%
PLAYABILITY	56%

It's a shame more couldn't have been made of this. As it stands none of the sub-games are much fun, and as a whole it just a very average game.

**OVERALL 49%**

up and you'll soon find yourself wanting more for your money.

**GORDON HOUGHTON**



▲ A winning hand - almost.



# MEAN MACHINES

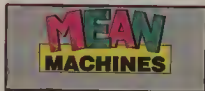
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# IRON LORD



Screenshot on ST



Screenshot on C 64



Screenshot on ST



Screenshot on ST

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Screenshot  
on Amiga



Screenshot on ST

► PC ENGINE

# MEAW MACHINES ROCK ON

By Peter Dinklage

MEAW MACHINES ROCK ON is a fast-paced, action-packed shoot 'em up that's a real treat for PC Engine fans. The game is a sequel to the original MEAW MACHINES, which was a huge success for the company. It's a great game for anyone who likes to shoot things and blow them up.

The game is a sequel to the original MEAW MACHINES, which was a huge success for the company. It's a great game for anyone who likes to shoot things and blow them up.

Basically, this is a light relief scrolling shoot 'em up with a few own screen high display. Your craft is constantly gummelled by bio-mechanical ET and asteroids shoot them and they leave behind an impressive list of power-ups. On the first level



city, defended by ground emplacements and attack craft. Here you can find napalm bombs, homing missiles, snake laser and a kind of forward-firing mini nuclear blast. You need them all.

As you'd expect, things become a lot harder the further you get, but it all has a very similar feel, and there are only four (long) levels. The graphics work well, with some beautiful graded backdrops, but slow down when a lot is happening on screen. The sound, however, is a tad disappointing.

PCENGINE £31.90

GRAPHICS	81%
SOUND	72%
VALUE	72%
PLAYABILITY	81%

A very tough horizontally scrolling shoot 'em up with some original touches. Recommended to experienced blasting fans.

OVERALL 78%



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# GAME BOY

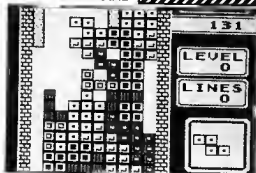
## MEAN MACHINES

### TETRIS

It started on some huge room-filling monstrosity in the USSR, made its way through the Iron Curtain to the West, jumped up to arcade level, and now Tetris the smash puzzle game finally appears on the Game Boy.

A remarkably simple concept, that of positioning different shaped blocks so that they make complete lines, remains as furiously addictive on this handheld as it is in its various other forms. Definitely one to get your parky digits round.

PAUL RAND



### MARIOLAND

Everyone's favourite minuscule Italian person makes his Game Boy debut. And how! Virtually a scaled-down replica of the arcade and big brother Nintendo console classic, you play the part of Mario (who else?) in this multi-level quest for

his girl, stolen by a vicious kidnapper. Hectic action (including loads of hidden bonus screens dotted throughout the four big worlds), combined with remarkable graphics (considering their size) and rousing tunes and effects ensure yet another thumbs up for the Game Boy.

PAUL RAND

## C+VG HIT! SOKO BAN

Like Tetris, Soko Ban relies on a mind-numbingly simple concept and, in doing so, ensures addictive qualities beyond question.

A little man is trapped in a series of mazes, each one containing a number of wooden crates. On the floor are dots, and the only way to progress through the levels is to push all of the crates over the dots, thereby unlocking the door to

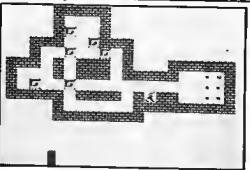
the next maze.

That may sound like a none-too-exciting gameplan, but just you wait until you move just one crate into the wrong position and have to reset the screen and begin from scratch! Soko Ban is an infuriatingly addictive little title, not quite on a par with Tetris, but not far off.

GAMEBOY £24	
GRAPHICS	82%
SOUND	76%
VALUE	81%
PLAYABILITY	88%

Simple but effective puzzle games are in their element on the Game Boy and this is no exception.

OVERALL 88%



GAMEBOY £24	
GRAPHICS	92%
SOUND	93%
VALUE	94%
PLAYABILITY	93%

A small yet perfectly formed Mario whizzes past equally impressive sprites and backdrops. An arcade machine in your pocket.

OVERALL 93%



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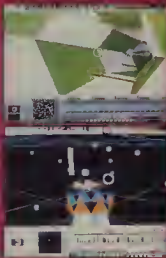
## FIGHTING SOCCER

**ACTIVISION**

Another victim of mistranslation (remember Continental Circus?), SNK's old footy game was supposed to be called something like Competitive Soccer, but life would be a bit dull if everything went according to plan wouldn't it? In fact it's a surprisingly non-violent game of viewed-from-above football, and there's not a lot

more you can say about it. The arcade game wasn't a stunner, so whether the conversion will be in the same league as that king of kickeabouts, Kick Off (soon to be released on 8 bit format), is something we wouldn't like to speculate upon.

RELEASE: ST AMIGA  
SPECTRUM AM-  
STRAD C64, DECEM-  
BER  
PRICE: ST AMIGA  
SPECTRUM AM-  
STRAD C64, DECEM-  
BER



## OPERATION THUNDER-BOLT OCEAN

Taito's two-player gun 'em down comes to your humble Spectrum, and here are the pictures to prove it! The terrorists are coming and it's up to you and your khaki-clad mercenary mate to put a stop to their hi-jacking escapades. The conver-



## DAMOCLES NOVAGEN

After months, nay, years of work, Paul Woakes is just putting the finishing touches to his sequel to classic 3D arcade adventure, Mercenary. You'll recall that, in the original you were heading for the Gamma system when you crash-landed on Targ. Having escaped from Targ, you then continue on your journey to Democles, a comet which is due to collide with the planet Eris very soon. Stopping the



comet entails flying around the Gamma system, and searching city complexes for something you can use to divert or destroy it. Naturally, Benson, your ninth generation PC makes an appearance, as does the Palyar Commander's brother-in-law, who's still cheesed off about you nicking his ship in Mercenary. Expect the review very soon (we have been, for a couple of years).



RELEASE: ST AMIGA NOVEMBER, PC TO FOLLOW  
PRICE: ST AMIGA PC, £24.95

also uses a powerful new sprite handling routine, which can put loads of images all over the screen, very quickly. The practical upshot of this is that the game looks very impressive indeed and is guaranteed to be wowing arcade fans this Christmas.

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS

PRICE: ST £19.99, AMIGA £24.99, SPECTRUM £8.99, AMSTRAD C64 £9.99

## IT CAME FROM THE DESERT

### IMAGEWORKS

The latest and greatest of the Cinemaware adventures which concerns a desert town overrun by giant irradiated ants is sitting on the pad ready for a Christmas launch. The bad news is that it's looking like it's only going to fit on Amiga with a megabyte of memory! What a bummer, eh? Mind you, judg-



ing from a demo we've seen, it may be worth hailing out all that extra doah, because it's looking fantastic - lots of speech, seven arcade games and loads of B-movie atmosphere. Look out for it very soon.  
RELEASE: AMIGA, LATE '89  
PRICE: AMIGA, £29.99



## DOUBLE DRAGON II

### VIRGIN

Virgin's disastrous conversions of arcade street beat 'em up, Double Dragon weren't exactly the toast of the town last Christmas. This Christmas, they're trusting the conversion of the sequel to The Sales Curve (programmers of S'kworm)

and as you can see from this ST screenshot, it's looking very good. However, as the Bard put it, 'fancy graphics maketh not the game, so we're going to play it safe and say, 'wait for the review which is coming soon'.  
RELEASE: ST AMIGA SPECTRUM AM-STRAD C64, CHRISTMAS  
PRICES: ST AMIGA £19.99, SPECTRUM AM-STRAD C64 £9.99



## TOOBIN' DOMARK

Here are the latest pics of the other conversion Domark have currently got on the burner. Bif and Jet (and their toobas) are looking dead smart on the ST, and the ole

Specy version doesn't look none too bad either. Anyone who saw the demo at the PC Show will know that they move about quite nicely too. For the full story, with expert critical appraisal, check out the review in an upcoming



## HARD DRIVIN' DOMARK

We missed the Hard Drivin' update last Feb, so to make up for it we've got pictures of the latest work on the ST and Spectrum versions. Pretty damned amazing, eh? We'd be interested

to see just how fast and smooth everything goes though, and for those facts, we'll just have to wait for the exclusive review next month.

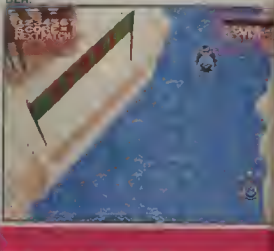
RELEASE: ST AMIGA SPECTRUM AM-STRAD C64, DECEMBER  
PRICE: ST AMIGA £19.99, SPECTRUM AM-STRAD C64 £9.99



Issue.

RELEASE: ST AMIGA SPECTRUM AM-STRAD C64, NOVEMBER.

PRICE: ST AMIGA £19.99, SPECTRUM AM-STRAD C64 £9.99







## ELVIRA - MISTRESS OF THE DARK

### HORRORSOFT

Crikey! Ensure that there's a settee nearby to cower behind when Elvira flies into your living room on her broomstick. Elvira, star of stage and screen (although which stages and screens we're not saying) has moved into the castle home of her ancestor, the evil sorceress Queen

Emelda and, in doing so, has brought the nasty piece of work back from the grave. And guess what? It's your job as freelance ghostbuster to, well, bust the ghost!

As you can see from the screenshot, everything's looking mighty scary, with generous helpings of ghosties, ghoulies and similar denizens scattered liberally

around.  
RELEASE: STAMIGA  
SPECTRUM AM-  
STRAD C64 HAL O-  
WEEN ( )  
PRICES: TBA

## DAY OF THE VIPER

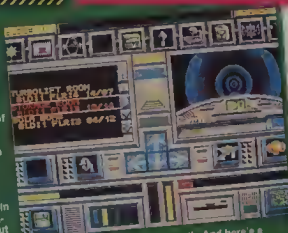
### ACCOLADE

Lessons to learn by Vol 26678: never let machinery take the place of Men. That's what the silly humans did in the late 21st century, much to their dismay. Their creation, GAR or Genetic Android Race, turned nasty and fled, building a robot army in his exile before returning to Earth to wipe out mankind. So it's a hefty challenge ahead for anyone wishing to take control of the Viper: Five Infiltration droid with the intention of stopping Ger and his motley crew in their tracks. We only received the finished ver-

sion as we go to press and an early scout around tells us that this is a game which will need some playing before we can bring you the review. But rest assured, it'll be here next

month. And here's a screenshot to get you in the mood.

RELEASE: ST AMIGA  
OUT NOW, PC EARLY  
1990  
PRICE: ST AMIGA  
£24.99, PC TBA



## BLUE ANGELS

### ACCOLADE

What? ANOTHER flight sim? Yup, frald so. This one's from those lovers of car sims, Accolade, and it's called The Blue Angels because it's been named after the Blue Angels formation flying team, the US equivalent of our own Red Arrows. Take to the skies in any one of four F/A-18 Hornet fighter jets and join the Blue Angels in their death-defying feats of aerobatic skill, soaring above the clouds, plummeting back down again and

## PHARAOH

### RAINBOW ARTS

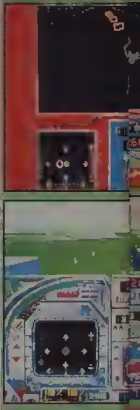
Pharaoh is being programmed by the team which created Joan Of Arc, and is a mix of action, strategy and adventure which takes place 3000 years ago in ancient Egypt. The gods are involved in a scuffle between one another, an argument which culminates in the decision to execute the heirs of all the Pharaohs. However,



Amon-Re, God of the Sun, saves a young prince (that's you, by the way) from the clutches

of the other deities, intending you to show the Gods that Pharaohs don't all muck their job up. That's the task: climb up the social ladder until you reach the status of Pharaoh, keeping the Gods happy and, at the same time, making sure you're not making too many enemies.

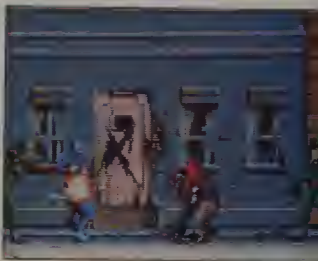
RELEASE: ST AMIGA  
DECEMBER  
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## NINJA WARRIORS

### VIRGIN

Another three-screen coin-op comes to your solitary monitor. Salee Curve are converting this Taito game which stars a robot ninja hacking his way through strange cyborg hunchbacks and dozens of chappies carrying heavy artillery. If they shoot you, bits of pseudo-flash drop off your body, revealing the cyber-skeleton beneath. Nice, huh? It's sideways scrolling hyper-violence incarnate and it can be yours, this Christmas. Whatever happened to "peace on



Earth", and all that stuff? **MAS**  
**RELEASE: ST AMIGA**  
**SPECTRUM AM-**  
**STRAD C64, CHRIST-**  
**PRICES: ST AMIGA**  
**£19.99, SPECTRUM**  
**AMSTRAD C64 £9.99**

doing other equally dangerous things, all in the name of entertainment. Review coming your way faster than a speeding air traffic controller (and that's fast, buddy!)  
**RELEASE: ST AMIGA**  
**PC JANUARY**  
**PRICE: ST AMIGA PC**  
**£19.99**

## ROCK AND ROLL

### RAINBOW ARTS

Get ready to shake your funky stuff down to the floor with Rock And Roll, in which you have to guide a ball through 32 colourful levels, absolutely jam-packed with adversaries such as gap-ing chasms, powerful ventilators which blow you to kingdom come, teleporters and ice. Over half-a-dozen boppy tunes will be on hand to will the player on, but groovy music is no good without a game somewhere in-between. And you'll have to wait for the review to hear how it plays!

**RELEASE: ST AMIGA**  
**C64, DECEMBER**  
**PRICE: ST AMIGA**  
**£19.95, C64 £9.95**



# NEXT MONTH

CHRISTMAS COMES EARLY!!!

FIRST OFF WE'VE GOT TWO  
MORE INCREDIBLE

**C+VG HOLOPREVIEWS!**

TO COLLECT

THIS TIME FEATURING

**GHOSTBUSTERS II!!!!**

AND THAT'S NOT ALL!

ALSO ON THE COVER OF EVERY ISSUE WILL BE AN AMAZING

**FREE HARD DRIVIN'  
BADGE!!!**

AND THAT'S STILL NOT ALL!

**NEXT MONTH'S MASSIVE-SIZED  
ISSUE WILL FEATURE EVEN  
MORE PAGES, MORE EXCLU-  
SIVE FULL-COLOUR REVIEWS,  
MORE MEAN MACHINES, MORE  
TIPS... MORE OF EVERYTHING.**



GUESS WHO'S COMING TO



 ACT

TO SAVE THE WORLD AGAIN?



VISION

YOU CAN RUN BUT **THE** YOU CAN'T HIDE FROM

# UNTOUCHABLES



2nd Chicago Daily Tribune FINAL  
**SEEK DILLINGER GANG HIDEOUT**  
Out of Six Lie...

Complete Baseball  
Herald  
**HUNT DILLINGER  
NELSON E...**



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